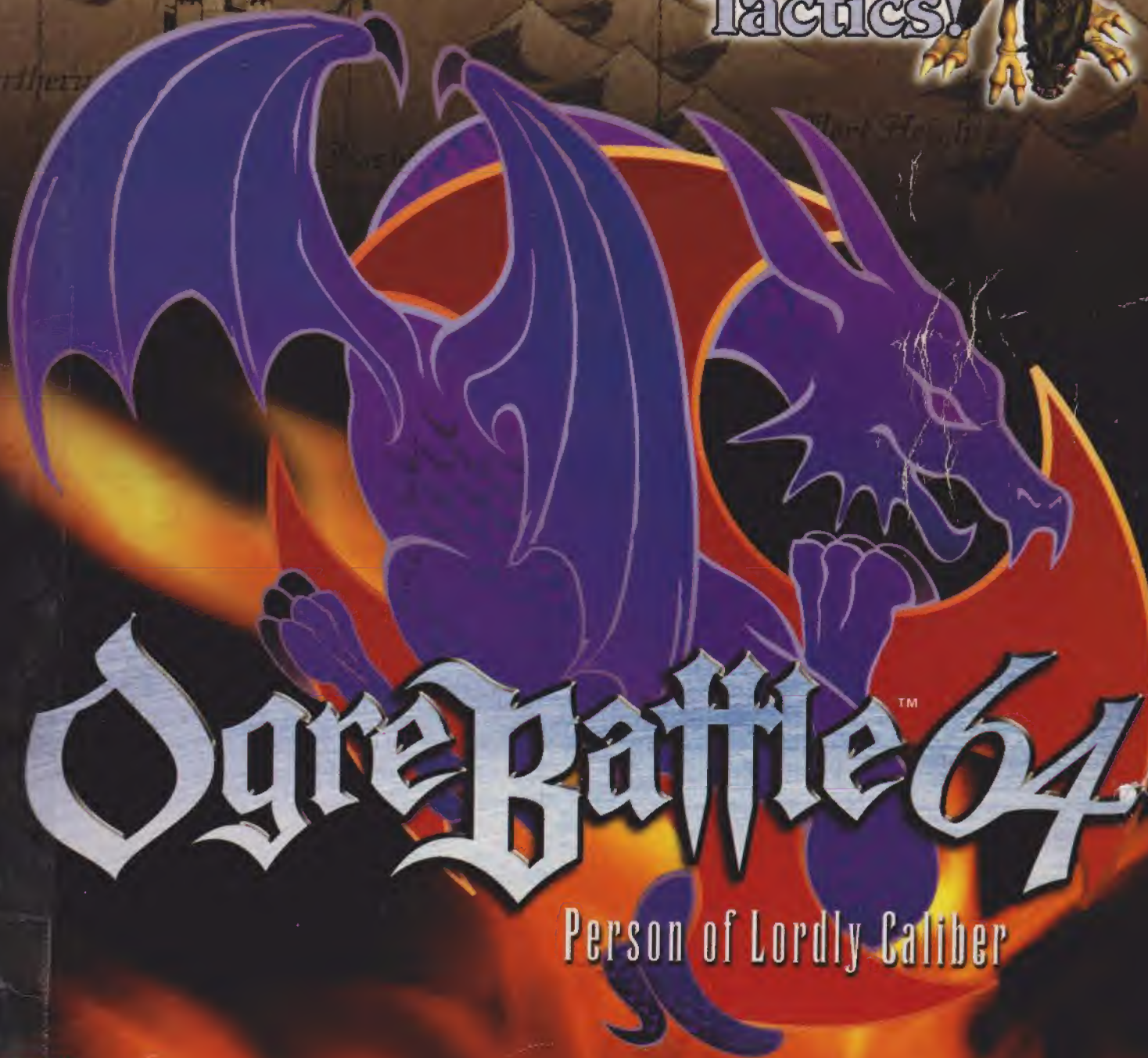


PRIMA'S OFFICIAL STRATEGY GUIDE

**Winning
Battlefield
Tactics!**



Ogre Battle 64™

Person of Lordly Caliber



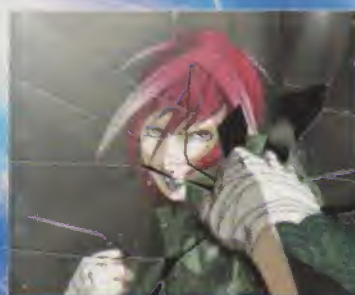
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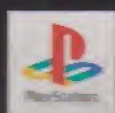
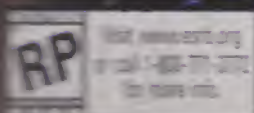


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Ogre Battle 64™

Person of Lordly Caliber

Prima's Official Strategy Guide

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Prima Games

A Division of Prima Communications, Inc.

3000 Lava Ridge Court

Roseville, CA 95661

(916)787-7000

www.primagames.com



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Senior Project Editor: Brooke N. Hall

Product Manager: Michelle Medley

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Contents

Ogre Battle 64

Person of Lordly Caliber

The Story of Ogre Battle 64

The Story

Long ago, a race of people called the Aurics were led by the Progenitor. With the power of the earth goddess Berthe, the Progenitor drove away the Indigan people who ruled the Aurics, claiming the land for his own race. The Aurics rejoiced, and the Indigans bowed their heads to their new ruler. The new kingdom was called Palatinus.

In the Palatinean year 238, the ruler of the Holy Lodi Empire dispatched the Brigade of Radiant Cross to nearby countries. This group of powerful knights was under orders to attack those who rejected the teachings of Lodi and its god. The first target of the Brigade of Radiant Cross was Nirdam, adjacent to Palatinus.

Nirdam declared war against Lodi but was quickly defeated. The Brigade of Radiant Cross moved on to Palatinus. While King Procus put up an initial struggle, the fate of Nirdam was still too fresh in his mind, and he quick-

ly surrendered. His quick retreat from battle allowed him to maintain his position as king and retain his autonomy.

Lodi then turned its attention to the Southern Region of Palatinus. Here, the lower classes, including the Bolmaukan people, rebelled against the authority of the Lodi Empire. While they fought bravely, they were unable to stand against the powerful warriors of the Brigade of Radiant Cross.

Lodi established its religion across the land, banning others. It also installed its class system, rewarding the nobility and placing terrible burdens on the lower classes.

But now the situation has come to a head. Ten years of oppressive rule by the Holy Lodi Empire has caused the people of the Southern Region to rebel. While terribly outnumbered, the people now fight for their freedom. War has once again come to Palatinus.

How to Use This Book

Ogre Battle 64 contains a number of pathways to the end. While the story changes depending on some of the decisions you make and actions you take, the missions are the same. This book follows one possible story line and offers hints for all of the missions and variations of the missions contained in the game. Additionally, this book covers all of the major charac-

ters, the different character classes, the items you can find, and the monsters you'll fight. Maps for each of the missions are provided, as well as the locations of all of the hidden items in each of the maps. Finally, there's information on how to get the extra items and events. In short, this book contains everything you need to go from start to finish and ultimate victory. It's time for battle!

Ogre Battle 64

Person of Lordly Caliber

The Cast of Characters

Ogre Battle 64 contains hundreds of characters you will have as a part of your army, create from your army, and encounter along the way. Most of these characters won't play a significant part in the story. Others will be a large part of your success or will face you time and time again across the battlefield.

Magnus Gallant

This is you. Magnus is the son of a nobleman, Ankiseth Gallant, and the childhood friend of Prince Yumil Dhurmer. Longing to make his own way in the world, Magnus decided to enroll in the military academy and become a soldier. He felt he was living in his father's shadow, and needed to prove something to himself. Magnus is a very strong warrior, but if he's killed in battle, you lose.

Leia Silvis

Leia is the daughter of Lord Silvis, ruler of a northern area of Palatinus. Like Magnus, she felt that she had something to prove, so she decided on a military career. Unlike Magnus, though, her desire to prove her own worth comes from the fact that her father tends to protect her too much from the real world. She is a powerful fighter and one of the few characters capable of leading a legion.

Diomedes Rangué

A hot-headed soldier out to prove himself despite his low origins, Dio is aggressive and often angry. He is convinced that he doesn't get the credit that others do because of his non-noble birth, and he's willing to fight anyone to prove that he is as good or better than any noble. In a pinch, though, Dio is fiercely loyal and dedicated to whatever cause he sees fit to follow. Like Leia, Dio is one of the few characters who can learn to control a legion.



Hugo Miller

The calm and steady presence of Hugo Miller, or Hugo the Tactician, has saved more than one battle. This former soldier has learned everything he can about battle strategies and tactics. This is a good thing, because he's your advisor before every one of your missions. Listening to Hugo's advice pays off. He's been to most of the places you are going, and he's seen it all on the battlefield.





Yumil Dulmare

The frail youngest son of King Procus Dulmare, Yumil has not had a particularly easy life. His father hates him because the queen died giving birth to him. The prince has always been smaller than most, and more prone to giving up easily. His one true desire is for the power to remake the world the way he wishes it could be. Yumil is the childhood friend of Magnus Gallant, and the two are very dedicated to each other.

Ankisetht Gallant

The father of Magnus Gallant, Ankisetht Gallant has an interesting history. He is called by some Ankisetht the Steadfast for his complete loyalty to the throne of Palatinus. Others call him Ankisetht the Murderer because he once killed a nobleman who was trying to assassinate Prince Yumil. Ankisetht did not object to the stigma, and the incident caused a rift between this great general and his son, but Ankisetht will let nothing stand in the way of his duty to protect Prince Yumil.





Procus Dulmare

King Procus still lives and rules in Palatinus because he quickly realized that his troops could not stop the conquering armies of the Holy Lodis Empire. Rather than fight, Procus surrendered, and he was allowed to retain his throne and a certain amount of autonomy over the people of his land. While on the surface he appears to be the pawn of Lodis, underneath, he truly wishes to throw off the yoke of Lodis and reclaim his kingdom in more than just name.

Destin Faroda

Destin is a warrior who became involved in the uprising of Zenobia. Destin helped free these people from the oppressive Zeteginian Empire. When he discovered the current situation in Palatinus, particularly the oppressed people of the Southern Region, he moved in to help them achieve freedom. He starts as a vicious and deadly enemy, but over time he becomes your most trusted ally outside of your own army.



Fredrick Raskin

This aging knight sees nothing but injustice in the social system the Holy Lodi Empire imposed on Palatinus. While Frederick doesn't want to do away with the nobility or the royal family, he sees nothing but problems stemming from the caste system. His wish to eliminate these social problems and his desire for independence from Lodi make him one of the prime leaders of the current revolution in Palatinus.



Saradin Carm

This aged warlock is one of the prime reasons the revolt against the Zeteginian Empire was successful. One of Destin's bravest warriors and firmest supporters, Saradin has incredible wisdom and experience. Lodi's control of Palatinus has caused him to continue to fight alongside Destin as the Palatinean people battle for independence. In time, Saradin may wish to join your army as well.

Baldwin Glendale

One of the most significant enemies you will ever face is the terrible Baldwin Glendale. A powerful Knight of the Caliginous Order, Baldwin is one of the most influential people in the Holy Lodi Empire. He feels that he lives under the shadows of his older brother and his father, which has made his quest for power all the more important to him. He may feel inferior, but you won't think he is when you face him on the battlefield.



Richard Glendale

The only person more difficult than Baldwin Glendale is his older brother, Richard. Known as Richard the Dragonheart because of his valor and deeds of bravery, Richard is a true knight in every respect. Deadly on the field of battle, he lets nothing stand in the way of getting what he desires. Richard is the leader of the Caliginous Order and a Lord of the Lodi Empire. He is the most deadly enemy of all, because he has no serious flaws on the battlefield.

Character Basics

How Combat Works

Characters in your army have several basic statistics that determine how well they attack and defend against physical and mental attacks; and what elements will help or harm them. When

characters rise in level, these statistics improve, and certain items you find can improve or change these statistics, as well.

Basic Statistics

Characters are ranked in six basic statistics: strength, vitality, intelligence, mentality, agility, and dexterity.

Strength and vitality both deal with physical attacks. A high

strength gives your characters a better chance to hit and score damage in combat. High vitality means they take less damage from physical attacks when hit.

High strength and vitality mean more damage caused and less damage taken in battle.



Intelligence and mentality are similar to strength and vitality, except that they deal with magical attacks. Characters with a high intelligence do more damage with magical attacks, while those with a high mentality take less damage from enemy magic.



Spell casters should have high scores in both intelligence and mentality.

Agility and dexterity deal with the ability to escape physical damage entirely. Both help characters avoid enemy attacks, and they also help determine who attacks first in a combat.



Characters with good agility and dexterity usually attack first and are hard to hit.

Alignment

Characters also have an alignment that ranges from 0 (chaotic) to 100 (lawful). Most character classes have an alignment requirement. For instance, for a male character to become a wizard, his alignment must be low, while knights require a high alignment.

Alignment can change during battle according to what your characters do. Fighting against lawful enemies and enemies of lower level makes a character more chaotic. Fighting chaotic or higher-level enemies makes characters more lawful.



Dio's alignment is still basically neutral, but he is starting to lean toward chaos.



Element

Every character also has an element that protects him or her. The four basic elements are earth, air, fire, and water. A character protected by fire, for instance, takes less damage from fire attacks. Additionally, if he or she equips an item that is fire based, its effects are greatly increased.

This character is protected by earth. He takes less damage from earth-based attacks.

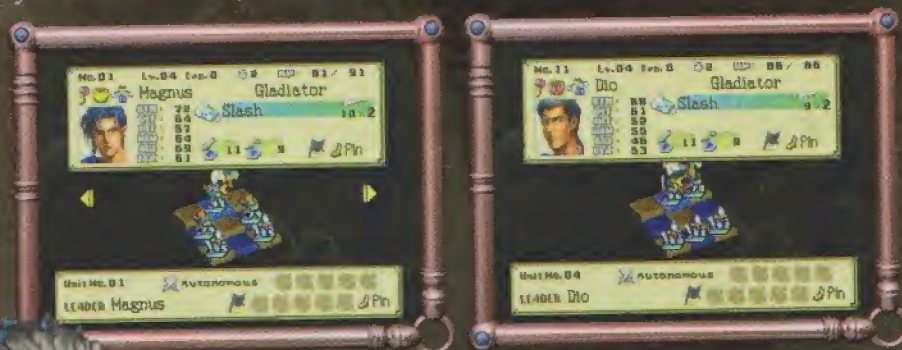


This also has a negative side. Each element has an opposite. Fire and water are opposites, as are earth and air. Characters take more damage from an opposing element, because their defense against it is lower. A character who is protected by earth suffers more from wind magic than another character, and if he or she equips a wind-based item, its effects are decreased.

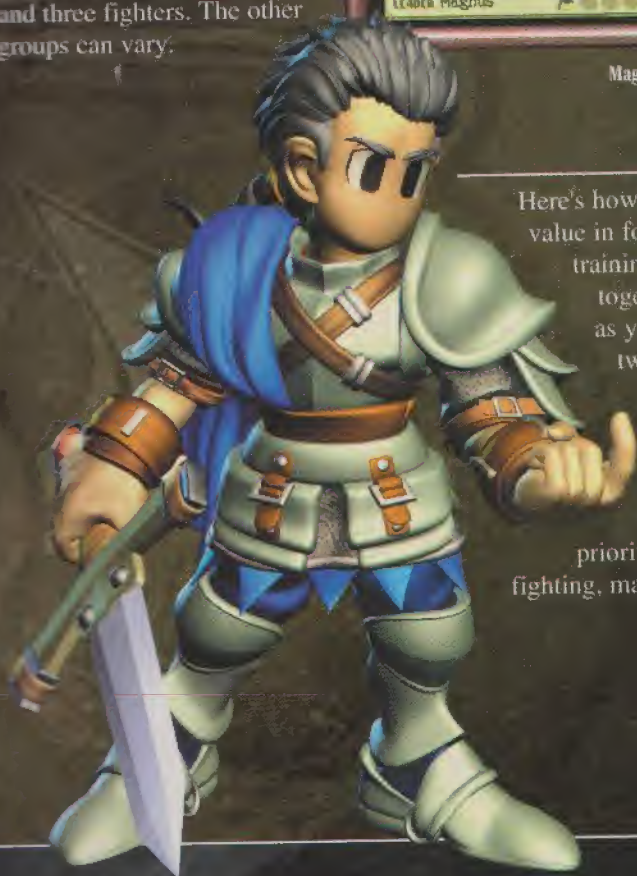
Creating Your first Army

At the beginning of the game, you are asked a series of questions that determine the shape of your initial army. While you can answer the questions however you wish, you can also plan your starting army by picking specific answers to these questions.

You command six groups in your first mission. Your hero's group always consists of the hero, two fighters, and two amazons. You also always have Dio's group, which is made up of Dio, an amazon, and three fighters. The other four groups can vary.



Magnus's and Dio's groups always start the same.



Here's how it works. Each of your answers to the questions has a value in four different categories: fighting, magical, spiritual, and training. The scores in each of these four categories are added together, and the category with the highest total is assigned as your top priority and gives you your first unit. Thirty-two points are then subtracted from this category to determine your second priority and your second unit.


Again, 32 points are subtracted from this new top priority to determine your third priority and third unit. It happens once more to determine your final priority and unit. In the case of ties, priority is assigned in the order of fighting, magical, spiritual, training.



The Questions

After you input your name and date of birth, you are asked the six questions to determine your starting army. The possible answers and their scores for each of the four categories are listed below.

"What dost thou hold within thy sword?"

 "What dost thou hold within thy sword?" ardor passion vigor talent belief hatred	CATEGORY	CHANGES	LAW	IDEAL	HONOR	RULE	CHAOS
	FIGHTING	12	16	0	4	16	4
	SPIRITUAL	16	0	4	8	4	16
	MAGICAL	4	8	12	16	16	4
	TRAINING	8	12	16	0	4	16

"What shalt thou sever with thy sword?"

 "What shalt thou sever with thy sword?" hope greed order silence anarchy control	CATEGORY	HOPE	GREED	ORDER	SILENCE	ANARCHY	CONTROL
	FIGHTING	12	4	12	16	0	4
	SPIRITUAL	16	8	16	0	4	8
	MAGICAL	4	16	4	8	12	12
	TRAINING	8	0	8	12	16	16

"For what shalt thou beseech the gods?"

 "For what shalt thou beseech the gods?" valor purity might triumph sacrifice trust	CATEGORY	VALOR	PURITY	MIGHT	TRIUMPH	SACRIFICE	TRUST
	FIGHTING	12	0	16	8	8	4
	SPIRITUAL	8	16	12	4	4	8
	MAGICAL	0	8	4	16	16	12
	TRAINING	16	4	0	12	12	16

"What shalt thou offer the gods?"

 "What shalt thou offer the gods?" love truth freedom embrace lust glory	CATEGORY	LOVE	TRUTH	FREEDOM	EMBRACE	LUST	GLORY
	FIGHTING	0	16	16	8	4	12
	SPIRITUAL	16	4	12	4	16	8
	MAGICAL	8	16	4	16	4	0
	TRAINING	4	4	0	12	16	16

"What dost thou wish for?"

CATEGORY	STRIFE	SERENITY	WEALTH	REFORM	FERTILITY	PEACE
FIGHTING	0	12	8	12	16	4
SPIRITUAL	16	8	4	16	12	8
MAGICAL	8	0	16	4	4	12
TRAINING	4	16	12	8	0	16

"What shalt thou rid from this land?"

CATEGORY	CHANGES	LAW	IDEAL	HONOR	RULE	CHAOS
FIGHTING	0	16	16	4	12	8
SPIRITUAL	4	12	0	8	16	4
MAGICAL	12	8	8	16	4	16
TRAINING	16	4	12	0	8	12

The units you receive based on these questions are listed below.
(In the chart below, "soldier" refers to a group of three soldiers.)

CATEGORY	FIRST PRIORITY	SECOND PRIORITY	THIRD PRIORITY	FOURTH PRIORITY
FIGHTING	Knight, 2 Fighters, 2 Soldiers	Archer, Amazon, 3 Soldiers	Berserker, 2 Soldiers	Phalanx, Golem
SPIRITUAL	Sorceress, 3 Fighters, Soldier	Witch, 2 Amazons, 2 Soldiers	Sorceress, 2 Soldiers	Wizard, Wyrm
MAGICAL	Cleric, 2 Amazons, 2 Soldiers	Fencer, Fighter, 3 Soldiers	Valkyrie, 2 Soldiers	Cleric, Griffin
TRAINING	Beast Tamer, 2 Fighters, 2 Soldiers	Doll Master, Amazon, 3 Soldiers	Dragon Tamer, 2 Soldiers	Beast Tamer, Hellhound

A Sample Creation

To show you how this works, here is a sample creation. We'll select the answers "belief," "anarchy," "purity," "embrace," "fertility," and "changes." Using the charts above, that gives us the following scores in the four categories:

CATEGORY	SCORE
FIGHTING	40
SPIRITUAL	44
MAGICAL	66
TRAINING	54

So, the highest priority is magical, followed by training, then spiritual, and finally fighting. The first group will be the one listed under first priority magical: a cleric, two amazons, and two soldier groups.

Subtract 32 from the score in magical, making it now 34. Training becomes the new highest priority, so the second group will be the one listed under second priority training: a doll master, an amazon, and three soldier groups.

Now subtract 32 from the training score. It becomes 22, making spiritual the new highest priority. The third group will be the one listed under third priority spiritual: a sorceress and two soldier groups.

Finally, subtract 32 from spiritual, making it 12. Fighting is now the highest priority, so the fourth group will be the one listed under fourth priority fighting: a phalanx and a golem.



Here is the army created using the choices listed above.

Character Classes and Enemies

Soldiers, Fighters, and Amazons

The three basic types of units are soldiers, fighters, and amazons. Most of your characters start life as soldiers and spend some time as either a fighter or amazon before progressing into the more powerful character classes.

Fighter

When a soldier or group of soldiers is promoted, and their group leader is male, the soldiers turn into fighters. Fighters are low-level warriors, more capable than soldiers, but not powerful overall. One significant advantage to fighters is that when in the front row, they get two attacks per combat.



Amazon

When a soldier or group of soldiers is promoted, and their group leader is female, the soldiers turn into amazons. Amazons pack less of a punch than fighters do, but because they attack with a bow, they can shoot over the first ranks of enemies and hit creatures in the back rows. When in the back row of a group, amazons get two attacks.



Soldiers

Soldiers fight three in a group and get a single attack during combat. They aren't very powerful and do only a little damage when they strike.

However, soldiers are extremely valuable because, over time, they can be promoted into fighters and amazons.



Novice Classes

While most of your characters will spend some time as either fighters or amazons, you should advance them into more powerful classes as soon as you can. They will almost certainly start in the novice ranks. These classes are an upgrade from fighters and amazons, but they're not as powerful as the master classes available later in the game.

Male Character Classes

The following classes are available for male characters.

Knight

Knights are much more powerful versions of the simple fighters. Knights have more offensive power than fighters and defend better, as well. Keep them in the front ranks, where they get two attacks. In the back rows, they are much less effective.



Berserker

Berserkers are fighters who give everything they have to the battle. They lack defense almost entirely in their attempts to slaughter their foes. Place berserkers in the front rank, where they get a second attack.



Fencer

Fencers have developed a unique style of fighting which allows them to frequently block the attacks of their enemies, but their light armor makes them vulnerable when their enemies score a hit. Fencers are much more effective in the front rank, where they get a second attack.



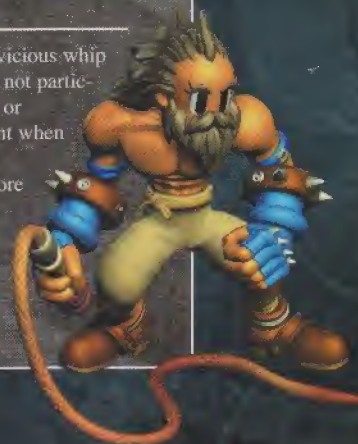
Phalanx

The phalanx unit is the complete opposite, philosophically, from the berserker. Where the berserker throws everything into his attack, the phalanx prefers to defend, figuring that if he can outlast his opponent, he can win. The phalanx unit is not as effective at attacking, but he is excellent at keeping the enemy away from more vulnerable units in your back rows. Phalanxes should be placed up front.



Beast Tamer

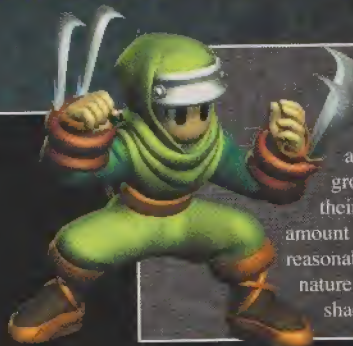
Beast tamers attack with a long, vicious whip that tears at their enemies. While not particularly powerful either on offense or defense, beast tamers are excellent when working with magical creatures. These creatures become much more effective when in a group led by or containing a beast tamer. Protect beast tamers by placing them in the middle rank. They get two attacks from this rank as well as in the front.





Doll Master

Doll masters avoid violence by doing their fighting with animated marionettes. Cowardly, perhaps, but the attack of the doll master is fairly effective. These units lack armor, though, so they're vulnerable to enemy attacks. They are extremely valuable when placed in a group with a golem. As with beast tamers and magical creatures, doll masters can get the most out of golem troops. Doll masters get two attacks when in either of the front two ranks.



Ninja

Masters of stealth and disguise, ninjas are effective units in the front row of a group. They attack with claws that rend their foes to pieces. Ninjas offer a good amount of damage and defend against enemies reasonably well. However, because they are by nature a secretive group that works best in shadows, ninjas can't be group leaders.

Wizard

The only male novice character class that is effective from the back rank is the wizard. He attacks with a powerful spell that can fry his opponents where they stand, and this spell can be augmented by giving him a different spellbook. Wizards are physically weak and frail, so keep them protected in the back rows.

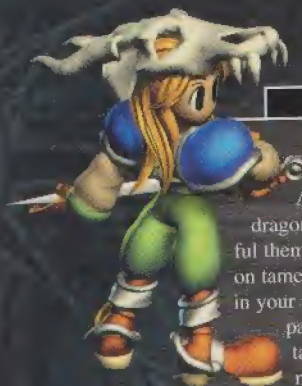
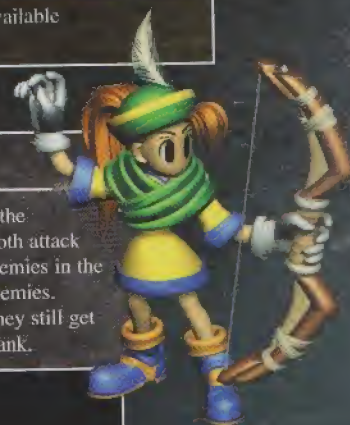


Female Character Classes

The following classes are available for female characters.

Archer

The archer is a significant upgrade over the amazon, although the two are similar. Both attack with a bow and are capable of hitting enemies in the back rank by shooting over front-row enemies. Archers simply offer more power, and they still get two attacks when placed in the middle rank.



Dragon Tamer

As beast masters are to magical creatures, dragon tamers are to dragons. Not overly powerful themselves, and not powerful in defense, dragon tamers draw the most power out of any dragons in your army. If you have a dragon, always try to pair it up with a dragon tamer. Dragon tamers belong in the front rank. While vulnerable here, they also get two attacks.

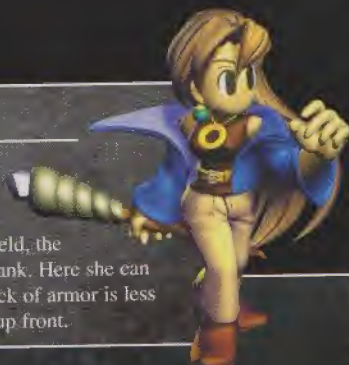
Valkyrie

Valkyries are the most versatile (and therefore useful) novice character class. Powerful female warriors, valkyries can act as melee troops or as missile troops. In the front rank, valkyries charge forward and slash their opponents with a brutal frenzy. In the back row, valkyries attack with spells and can hit enemies in the back rows of the opponent group. Try to keep valkyries out of the middle rank, because they get only a single attack there.



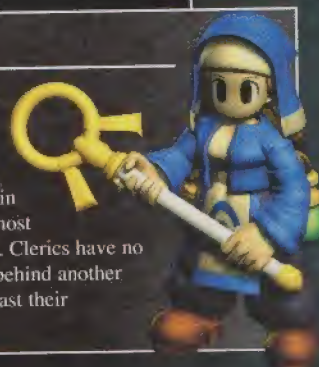
Sorceress

The sorceress is the female equivalent of the wizard. Hitting with brutal spells that can fry anything on the battlefield, the sorceress belongs in the back rank. Here she can use her spells twice, and her lack of armor is less of a problem than it would be up front.



Cleric

Clerics don't actually attack the enemy. Instead, they heal your troops with powerful magic. In the course of battle, when the cleric's turn to attack comes up, she instead heals the person in your own group who has suffered the most damage or is the closest to being killed. Clerics have no defenses and should always be placed behind another character. In the back ranks, they can cast their healing magic twice.



Ogre Battle 64

Person of Lordly Caliber

Witch

A witch's attack doesn't damage the opponent it strikes. It's still a worthwhile attack, though, because the enemy becomes incapacitated, either asleep or paralyzed. This prevents the opponents from attacking later on and also makes them easier to hit and kill. Put witches in the back rank, as they can cast their spell twice from here.



Master Classes

As characters rise in levels, they can eventually change classes into the much more powerful master character classes. In general, these characters get extra attacks and do more damage than novice-class characters. Each of the master classes is based on a novice class. For instance, where the novice class has knights, the master class has paladins.

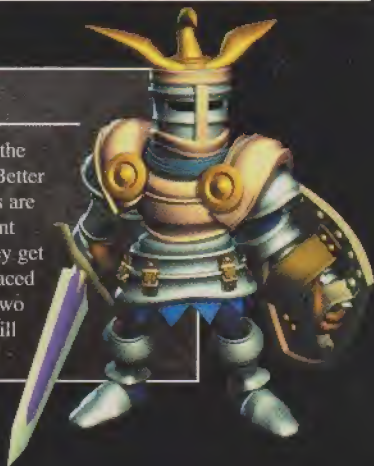
NOTE: There is no master class version of the witch.

Male Character Classes

The following classes are available for male characters.

Paladin

As mentioned above, the paladin is the master-class version of the knight. Better on both attack and defense, paladins are also much more versatile. In the front rank, paladins get three attacks. They get two from the second rank. When placed in the back rank, paladins can cast two healing spells, as long as they are still armed with a blessed sword.



Black Knight

The master-class version of the berserker, black knights are more powerful in every respect, particularly defense. They get two attacks regardless of the rank they are placed in, although in the back rank they attack with spells instead of physically.



Sword Master

The sword master is the master class version of the fencer. Using the same unorthodox fighting style, sword masters are more likely to block enemy attacks, but they still share the physical vulnerability of fencers. They get three attacks in the front rank and two from the middle rank. When placed in the back rank, sword masters attack twice with a sonic attack that does a lot of damage to whatever it hits, but also reflects some of that damage back onto the sword master himself.



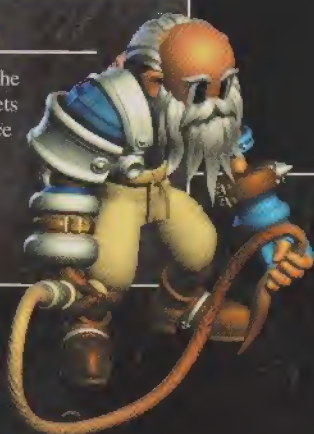
Cataphract

A significant upgrade over the phalanx, the cataphract follows the same basic philosophy as his smaller cousin. While much more capable of causing damage, cataphracts are still devoted to defense, making them extremely difficult to kill. They get two attacks from any rank.



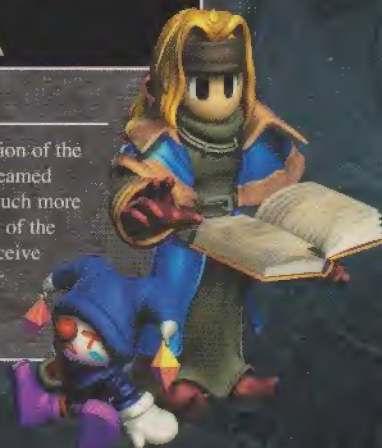
Beast Master

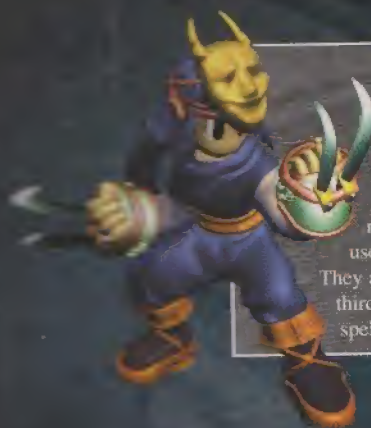
The more powerful version of the beast tamer, the beast master gets two attacks from any rank. Place him behind your beast troops where he remains safe and less vulnerable to enemy attacks while still directing the actions of his trained creatures.



Enchanter

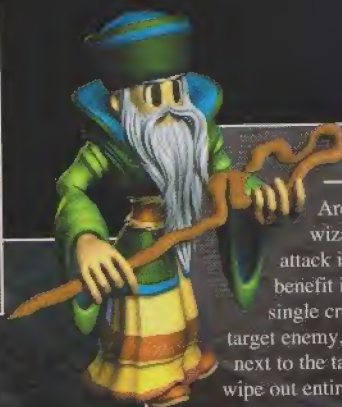
The enchanter is a beefed-up version of the doll master. Still effective when teamed with golems, enchanters have a much more powerful physical attack than that of the simple doll master. Enchanters receive two attacks in either the middle or back rank, and get a third attack when placed in the front.





Ninja Master

A much more powerful and deadly version of the ninja is the ninja master. Unlike their secretive cousins, ninja masters can lead a group. Additionally, ninja masters have a much more powerful attack, which they can use three times when placed in the front rank. They attack twice when placed in the second or third rank, although their third rank attack is a spell instead of a physical attack.



Arch Mage

Archmages are stronger versions of the wizard. While they now get a second attack if placed in the second rank, the real benefit is that where the wizard's attack hits a single creature, the archmage hits not just the target enemy, but also those located immediately next to the target. Because of this, archmages can wipe out entire sections of an enemy group.

Female Character Classes

The following classes are available for female characters.

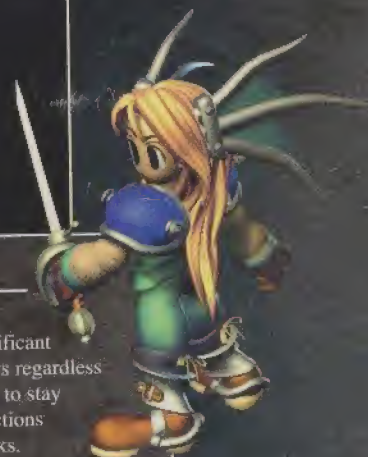
Diana

The Diana is a much-improved version of the archer. Armed with a much larger and much more powerful bow, dianas get one attack per the rank they are in—one attack in the front rank, two in the middle, and three in the third.



Dragon Master

Dragon masters are virtually identical in upgrade to beast masters. The most significant advantage is that they receive two attacks regardless of where they are placed, allowing them to stay behind their dragons and control their actions while avoiding the brunt of enemy attacks.



Freja

A powerful and significant upgrade over valkyries, freyas are much more deadly in every respect. They get two attacks regardless of rank, but they're the most deadly when placed in the third rank. Here, their spells now affect an enemy and all other enemies immediately adjacent.



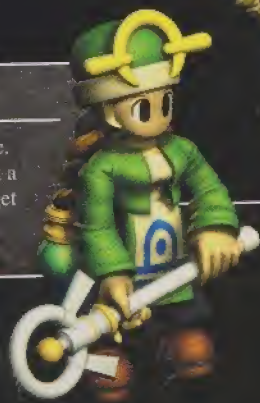
Siren

Sirens are an upgrade over the sorceress class, mainly in the power of their spells. They still get two attacks from the back rank, but these attacks now affect multiple enemies. Sirens are still relatively fragile and can be killed easily if they are left unguarded.



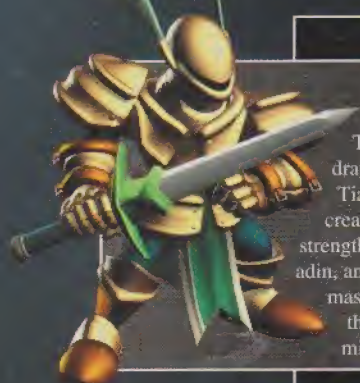
Priest

The priest is a much more powerful cleric. When placed in the back row, priests cast a healing spell that affects not only the target but also the units surrounding the target. This spell cannot heal undead characters.



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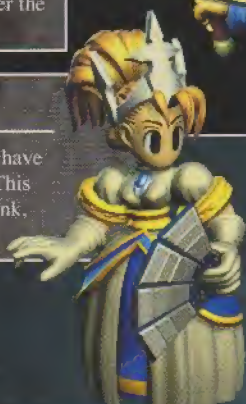


Dragoon

The dragoon is created by acquiring the dragon helm, dragon armor, and Sword of Tiamat. Even then, this is a difficult unit to create. The character needs to have a strength and vitality greater than that of a paladin, and a dexterity approaching that of a ninja master. The dragoon gets three attacks from the front rank and two attacks in either the middle or back rank.

Princess

To become a princess, a female character must have both a pure-white dress and the dream crown. This character is much more powerful in the back rank, where she can use her spells twice in combat.



Special Classes

Several classes can be created only when you discover or are given special items during the course of your adventuring. These classes are naturally rare, and you generally won't have more than one of each. They aren't essential classes to create, but they are powerful and can help you in battle. Details on acquiring these items can be found in the lists near the end of this guide.

Centurion

Centurions can be either male or female and they have no alignment requirement. Centurions are tough warriors who are capable of causing a lot of damage, but they aren't as effective as most of the other melee classes. Their benefit is that they can lead legions, allowing you to move your troops across the map in formation.

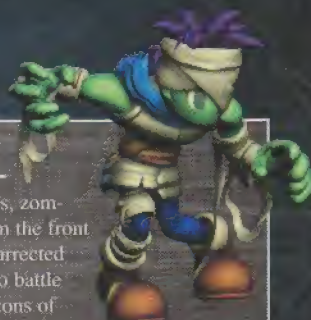


Reincarnation Classes

Each time a character dies and is not resurrected before the end of the battle, there is a 30 percent chance that he or she will be raised as a zombie. Undead characters must be affected by events on the battlefield to change class.

Zombie

The basic undead creature is the zombie. Mindless warriors, zombies rush forward to bite their victims, attacking twice from the front rank and only once when placed elsewhere. Like most resurrected characters, when killed, zombies usually regenerate fully to battle again. Zombies can be male or female, and these two versions of this character class look considerably different.



Skeleton

A zombie hit with a flame-based attack turns into a skeleton. Skeletons are more powerful than zombies, and attack with a powerful hammer instead of just a bite. Like zombies, skeletons usually regenerate when killed and come back just as strong in the next battle. Male and female skeletons are indistinguishable.



Ghost

A skeleton attacked with a combination of flame and wind magic becomes a ghost. Ghosts have no damaging attack, but when they attack successfully, they put their enemy to sleep. This prevents the enemy from attacking and makes it more vulnerable to the attacks of other creatures in the ghost's unit. Like zombies and skeletons, ghosts usually regenerate when destroyed.



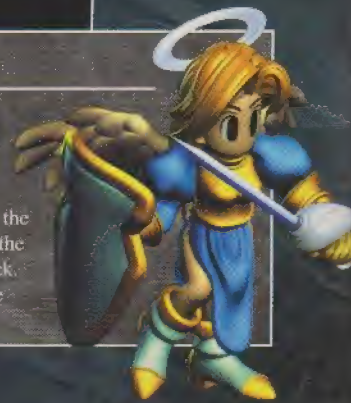
Seraph

Creating a seraph requires the extremely rare needle of light, so you usually find these creatures as enemies. They are essentially low-level angel knights, attacking either with their sword-like needle or with spells from the back rank. Seraphim are flying creatures.



Angel Knight

The more significant version of the seraph is the angel knight. Stronger, more deadly, and with better defenses, these creatures use their needle of light in the front two ranks and attack with the deadly banish spell from the back. They are extremely rare, and are usually seen as enemies.





Lich

Liches are foul undead creatures that are fortunately rare. You only see them as enemies late in the game, and they are difficult to create, requiring a ring of the dead. They attack with spells and can use three spells per combat when placed in the back rank. Unlike low-level undead, liches do not regenerate.



Vampire

Vampires are fascinating creatures, as difficult to use as they are to kill. Their attack allows them to drain hit points from the enemy and use those hit points to repair their own damage. The main drawback to vampires is that they can't move during daylight hours. At these times, they return to their coffin to wait for the setting of the sun. When in their coffin, vampires are virtually invulnerable and cannot be moved.

Beast Classes

While you may start with one or two creatures from this class in your army, most of the units here will be encountered during missions in the wild. They make powerful additions to any army, and can become some of your most valuable and valued units on the battlefield.

Dragons

Nothing strikes fear into the heart of the enemy like the presence of a dragon on the battlefield. Towering over their opponents, dragons can often turn the tide of an entire mission with a well-placed attack. You'll dread facing them, but you'll love having them in your army.

Young Dragon

Young dragons have not yet fully matured. Because of this, they can't use breath weapons or spells as can their more powerful older relatives. Instead, they rush forward and bite their foes. This bite isn't that powerful, but over time, a young dragon matures into one of the more powerful adult types.



Thunder Dragon

One of the mid-level dragon types, thunder dragons are capable of both biting and using a breath weapon. In the front rank, they can bite powerfully twice. In the back ranks, they use a deadly lighting breath attack that electrifies enemies.



Red Dragon

The classic dragons, red dragons breathe fire on their enemies and can also bite. Placed in the back rank of a group, they attack with their breath, but can only do so once per combat. In the front, they bite twice, often for much more damage than their breath attack.



Earth Dragon

Earth dragons are similar to the other mid-level dragons. In the front ranks they bite, and in the back, they attack with an acid breath that scours enemies for significant damage. These powerful creatures make an excellent addition to any army.



Blue Dragon

Like other mid-level dragons, these creatures attack with either a bite or a breath weapon. Placed in the back, their breath of cold attack freezes an enemy, while in the front ranks a blue dragon attacks with a powerful bite.



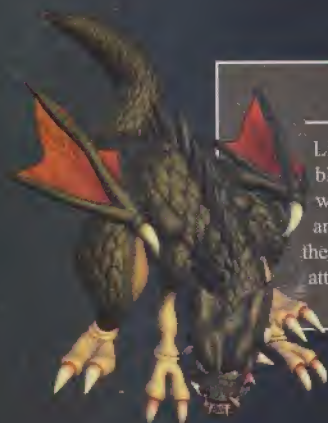
Platinum Dragon

Platinum dragons are powerful foes, capable of biting or using their sacred breath attack. While their bite is formidable and can be used twice from the front rank, their breath attack is one of the few things capable of destroying undead creatures completely.



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Black Dragon

Like most of the middle-range dragons, the black dragon can either bite or use a breath weapon. They bite twice from the front rank, and it tends to be a very powerful attack. In the back row, they use a single rotten breath attack that can strike any enemy regardless of location in the opposing group.



Quezticoatl

The upgraded version of the thunder dragon is the quezticoatl. It can attack twice per combat regardless of its location in the group. The quezticoatl attacks with either the lightning breath of the blue dragon or, when it is in the back ranks, with a powerful spell that affects the entire enemy group.

Flarebrass

The most dangerous form of a red dragon is the powerful flarebrass, which can use either a breath weapon or a spell attack. In the front two ranks, it attacks with fire breath like a red dragon. Placed in the back, this creature casts the crimson note spell, which does fire damage to every enemy in the opposing group.



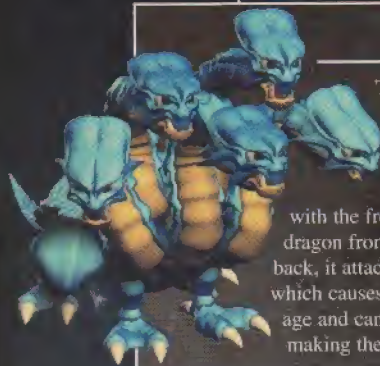
Ahzi Dabaka

The largest and most powerful form of earth dragon is the ahzi dabaka. These fearsome creatures always get two attacks regardless of where they are placed in a group. In the front ranks, they attack with an acid breath that does tremendous damage to whatever it hits. Placed in the back, an ahzi dabaka casts an earthquake spell that damages all nonflying creatures in the enemy group and also powers them down, making their subsequent attacks more likely to miss and less effective if they do hit.



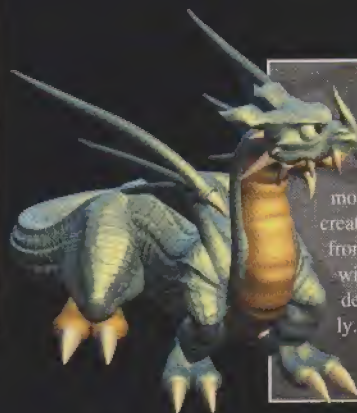
Hydra

The most powerful and deadly form of a blue dragon is the multiheaded hydra. Able to attack twice from any location in a group, hydras hit with the freezing breath attack of a blue dragon from the front two rows. From the back, it attacks with the clear disaster spell, which causes incredible amounts of damage and can also put enemies to sleep, making them more vulnerable.



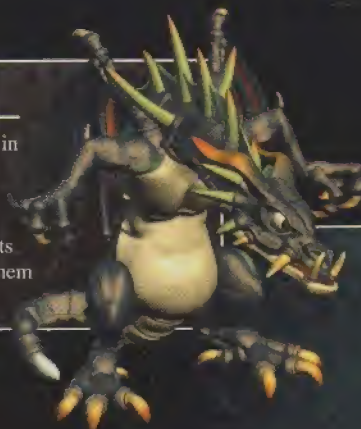
Babamut

The most powerful form of the platinum dragon is the bahamut. As do most of the advanced dragon forms, this creature always receives two attacks. In the front two ranks, it attacks a single enemy with a powerful breath attack capable of destroying undead creatures permanently. In the back, its attack damages every enemy creature and destroys undead creatures completely.



Tiamat

This powerful form of the black dragon is deadly in every respect. Placed in the front ranks, it attacks with its fetid rotten breath, which damages the target and adjacent enemy units. In the back, the tiamat's evil dead spell causes tremendous amounts of damage and can put victims to sleep, making them more vulnerable to additional attacks.



Dolls

Unique magical constructs, dolls are essentially mindless beings that need to be directed to attack. They are incredibly strong and difficult to kill both because of their natural toughness and their high hit point total. You will hate facing them because of their strength, but in your own army, they are among your best fighters.



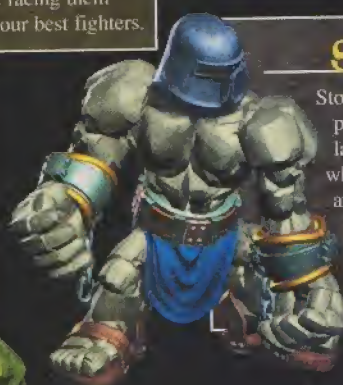
Golem

Powerful magical constructs, golems are essentially huge artificial humans designed specifically for battle. They attack with a pummeling fist that smashes opponents unfortunate enough to get in the golem's way. From the front rank, they get three powerful attacks, but they get only two from the middle and one from the back. They are extremely resistant to most damage, making them excellent guardians for weaker enemies.



Stone Golem

Stone golems are simply more powerful versions of a regular golem. They are created when a normal golem is attacked with a petrification spell. They have more hit points, do more damage, and are tougher to kill than regular golems.



Baldr Golem

Golems made from the metal baldr are the toughest artificial construct available. Fortunately, they are also extremely rare. They are created when a normal golem is attacked with a combination of flame and wind magic in combat. They are even stronger and more deadly than stone golems.

Hawkmen

Hawkmen and the two variations of this creature are valuable for two reasons: They can fly, so you can use them in groups made up of flying creatures—which can attack without regard to terrain—and they can lead groups.

Hawkman

Hawkmen are men with wings. They fly over the battlefield, attacking with their hammers, which they use to deadly effect. Paired with other flying creatures, hawkmen can ignore the effects of terrain, allowing them to attack from behind or move their group in over difficult paths. They are one of the few flying creatures capable of leading a group.



Vultan

Hawkmen with a high alignment can become vultans—a much more powerful version of the hawkman. They can fly, ignoring terrain and obstacles, and can lead groups into battle. They are powerful when placed in the front row of a group, while in the back they attack with spells.



Raven

Hawkmen whose alignment drops can become ravens, more powerful versions of the simple hawkmen. These creatures fly, allowing them to avoid terrain considerations when teamed up with other flying creatures, and like all hawkmen, can lead groups. They attack well from the front row, and are also powerful from the back, where they can cast spells with deadly effects.



Magical Creatures

The creatures in this class represent a wide range of different monsters. Not generally as powerful as dragons, they offer a diverse mixture of power and defense as well as a wide range of attacks and skills.

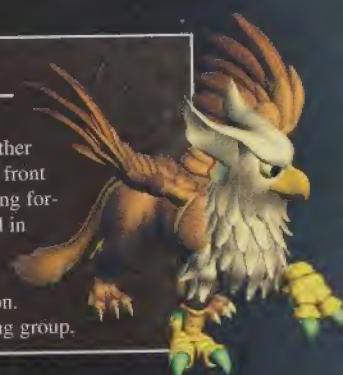
Wyrm

A wyrm is like a dragon without a breath weapon. This flying creature attacks exclusively with a bite that causes a good amount of damage. They get two bite attacks when placed in either of the front two ranks. Wyrms eventually turn into wyverns.



Griffin

Griffins are moderately powerful wild creatures who attack with either their claws or wind magic. In the front ranks, they attack physically, flying forward to slash at their foes. Placed in the back, they use their powerful wings to strike at a single enemy regardless of that enemy's location. Griffins are excellent in any flying group.



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Hellhound



A hellhound is a two-headed, magical dog-like creature. While relatively low-powered compared to many of the other magical creatures, hellhounds get three attacks when placed in the front rank. Their attack is a powerful bite from both of their heads. They lack defense, though, and can be easy to kill. Hellhounds mature into cerberi.

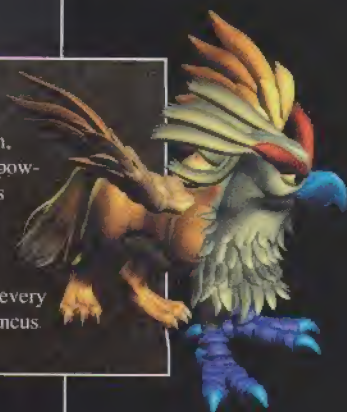
Wyvern



Just as hellhounds grow up to become cerberi, wyvns develop into wyverns. These large and powerful flying creatures make excellent additions to any army with their powerful biting attack. Placed in the front ranks, wyverns fly forward to gnaw away hit points from the enemy. From the back rank, they use a magical attack to damage their target and adjacent foes.

Opinicus

A more mature form of the griffin, an opinicus is more deadly and powerful. Like a griffin, the opinicus attacks with claws in the front or middle rank. However, placed in the back, an opinicus casts a powerful wind storm that affects every unit in the enemy army. An opinicus is a flying creature.



Cockatrice

Cockatrices are vicious and deadly monsters that should strike fear into the heart of even the bravest commander. Placed in the front rank of a group, the cockatrice attacks with a relatively strong pecking attack. Its attack from the back rank is a deadly petrification spell, which can turn the target to stone and also affect nearby units. Fortunately, it only uses this attack once per combat.

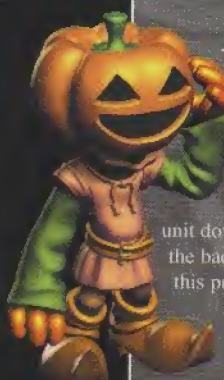


Cerberus



This more deadly form of the hellhound is stronger in every way. It attacks up to three times when placed in the front rank of a group. It boasts greatly improved armor over its smaller and weaker cousin, and does additional damage in battle.

Pumpkinhead



Strange, scarecrow-like creatures with human bodies and pumpkins for heads, these monsters very rarely actually kill anything. However, their two types of attack set up enemies to be killed. From the front ranks, their pumpkin smash strips a unit down to half of its current hit points. Placed in the back rank, a pumpkinhead attacks just once, but this pumpkin shower damages the target and nearby creatures, often dropping them to just a handful of hit points. This attack has a backlash that damages the pumpkinhead itself.

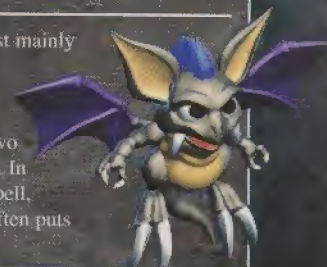
Faerie

Faeries are tiny, delicate flying creatures who tend to avoid physical combat. They have very few hit points but are so small that they are difficult to hit. In the two front ranks, faeries blow kisses, either powering up their allies or powering down enemy attacks and defense. From the back rank, faeries attack twice with a low-powered magic missile spell.



Gremlin

Tiny flying creatures, gremlins exist mainly to cause problems for others. They are very frail, but their small size allows them to avoid many enemy attacks. Placed in one of the first two ranks, they blow kisses like faeries. In the back, gremlins cast the abyss spell, which causes a little damage and often puts the victim to sleep.



Enemy Classes

In general, you'll see the following creatures as enemies and won't be able to recruit them to your side. It's possible to get a single grappler in your army, but the others will always be enemies. You start seeing these creatures early on, and you'll fight them until the very end.

Grappler

Grapplers are Bolmaukan warriors enslaved by the Holy Lodi Empire. They fight with claws similar to those of a ninja, but they're generally much more powerful. From the back rank, they attack only once, but with such ferocity that it's much better to allow them two normal attacks from the front rank. You see these enemies in the first few chapters.

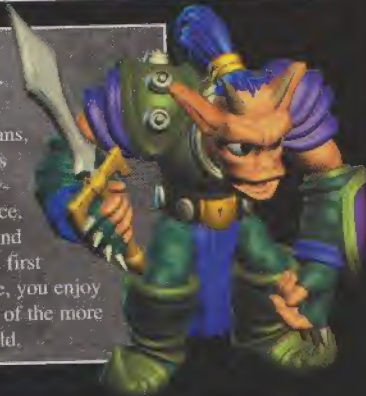


Knight Templar

A knight templar is a knight from Lodi. Well-armed and armored, these enemies frequent the middle portion of the game, and you'll face them as late as your final mission. They rank somewhere in between knights and paladins in their ability to cause damage and defend against harm, and they get two attacks regardless of where they are placed.

Goblin

Creatures of the netherworld, goblins are generally more powerful than humans, and that's the good news. The bad news is that these creatures are the least-powerful netherworld denizens you ever face. They do a decent amount of damage, and they're relatively hard to kill when you first face them. Toward the end of the game, you enjoy facing them if it means avoiding some of the more powerful creatures from the netherworld.



Ogre

Ogres are frightening creatures, standing head and shoulders above most of the other beasts you encounter, including some dragons. They swing a huge club with their powerful arms, crushing the life out of anything in their path. When placed in the front rank of a group, ogres get three attacks per combat, making them even more deadly.



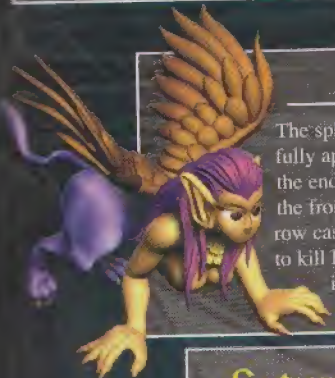
Gorgon

Gorgons are thankfully very rare. When in the middle or back rank, they attack with a powerful bow that causes terrible wounds. Still, this is preferable to facing a gorgon placed at the front of her group. Here, she can petrify your units with her deadly gaze, turning them to stone instantly. Worse, her gaze strikes at every member of the group. You generally see these creatures one at a time, usually leading a group.



Sphinx

The sphinx is a powerful beast that thankfully appears only rarely, and only toward the end of the game. Not that powerful in the front two ranks, a sphinx in the back row casts a spell of incredible power, able to kill lesser creatures with a single casting. When possible, avoid these beasts or kill them quickly.



Saturos

The saturos is a vile combination of man and animal. Its natural place is in the underworld, where it lords its power over goblins and even ogres. Only the most powerful creatures can hold sway over a saturos, and unlike ogres and goblins, these creatures can lead groups. You often find them late in the game.



Daemon

Daeimons are huge and powerful creatures from the netherworld. Aside from Danika herself, these creatures are the true power in that realm, even more so than the powerful and dangerous ogres and saturos. They wield a powerful axe in combat, but they're just as likely to stay in the back ranks and attack with spells.



Knights of Danika

There are only four Knights of Danika in existence, and you only see them toward the end of the game. These creatures are descended directly from the demigoddess Danika and wield swords of incredible power. Unless you're forced to fight against them, avoid them at all costs.



Items

Weapons

Every human character (and some nonhuman ones) in your army carries a weapon. Even priests and clerics who

don't actually attack in combat carry a mace. Each type of character uses weapons in a specific category.

Fighters, Knights, and Paladins

These characters all use a sword of some sort, usually a standard long sword or broad sword. This is one of the most diverse classes of weaponry, and many of the more powerful swords allow the user to cast powerful spells when used from the back rank.

You carry a sword from this class, as does Dio.

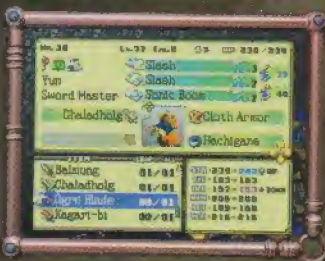


Weapons in this class include: short sword, baldr sword, stone sword, falchion, sword of firedrake, Glamdring, blessed sword, Sum Mannus, ice blade, Dainslaif, adamant katana, evil blade, faln-berge, Laevateinn, nephrite sword, Penitence, Notos, Oracion, Fafnir, Sonic Blade, Garm.

Fencers and Sword Masters

These two classes of characters use a unique style of fighting that lends itself to a large, heavy sword. These weapons are designed to be wielded by masters of swordcraft, and their weight makes it easy for them to cause damage. Only fencers and sword masters are skilled enough to use these blades.

It takes skill to use a weapon from this class.



These weapons include: bastard sword, yomogi-u, claymore, glaive of champion, kusanagi, matsukaze, malachite sword, kagari-bi, Sigmund, Durandel, Balmung, Chaladholg, ogre blade, Yu-Giri.

Berserkers and Black Knights

Without question, these characters use the most diverse weaponry available. Part of the reason for this is that skeletons and all varieties of hawkman also use these weapons. Axes, clubs, and hammers are standard for these characters, and the weapons here reflect the philosophy of causing a lot of damage, even at the cost of defense.



Many different weapons are available to characters in this class.

The weapons available to these characters are: halt hammer, francisca, baldr club, baldr axe, evil axe, flame flail, frozen axe, aqua hammer, Euros, axe of wyrm, Celestial Hammer, Gramlock, Prox, Undabrunn, Mjollnir, Sanseion, paua hammer, Yggdrasil, Rune Axe, heavy axe, Dagda's Hammer, satan's bullova, bloody cleaver, warhammer, Boreas.

Beast Masters and Beast Tamers

These character classes use whips to keep their animals in line. There isn't a lot of variety in their choice of weapon, but some of these items are quite powerful in the hands of an experienced user.

Beast masters don't have a wide choice of weapons.



Their weapons include: leather whip, rupture rose, Whip of Exorcism, Holy Comet, Blood Whip.

Ninjas and Ninja Masters

Ninjas and ninja masters strap claws onto their hands to rend their opponents with. Like beast masters and beast tamers, they don't have much variety to choose from, but several of these weapons rank among the most powerful in the game.

Ninja weapons are large claws strapped to the hand of the warrior.



The weapons in this class are: iron claw, baldr claw, touelno, black cat, Lfal, Cyanic Claw, Berserk.

Phalanxes, Cataphracts, Valkyries, and Freyas

Both male and female characters can use spears. Basic spears aren't overly powerful, but several of the unique spears pack a real punch. Your phalanxes and valkyries compete for these weapons, naturally. Take care when handing them out. Some are more useful in melee combat while others are best in the hands of a valkyrie or freya in the back rank.

Leia uses a weapon from this class.



The weapons available to these characters include: spear, baldr spear, thunder spear, Osric's spear, volcaetus, Zephyrus, earth javelin, Bentisca, Culnrkolnne, Lance of Longinus, evil spear, holy lance, Ignis, Brionac.

Wizards, Archmages, Sorceresses, Sirens, and Witches

While five different character classes use the weapons in this category, there aren't many weapons for them to choose from. All are either a staff or some form of a staff used by the character to cast powerful spells. Several have ties to a specific element and allow you to augment the magic cast by a character.

Pairing up the right staff with the right spell caster can make a big difference in his or her effectiveness.



Annihilation is one of the most powerful spellbooks available, and its effects are truly deadly.

The staves available are: scipplay staff, arc wand, hemlock, Hraesvelg, Jormungand, kerykeion, Airgetlam, totila, Phorugir. Another important element to the arsenal of a spell caster is the spellbook. A simple spellbook allows a character to cast the standard spell of his or her class. Using a different book adds some interesting options in combat.

You can find the following books: spellbook, book of wind, book of earth, book of water, book of fire, book of bane, Annihilation, Book of Meteor Strike, Tempest, White Mute.

Doll Masters and Enchanters

The marionettes used by doll masters and enchanters are interesting weapons because they are so nontraditional. There isn't a huge variety here, but several of these dolls have interesting powers, including the ability to put enemies to sleep.

The dolls you can find are: marionette, fool, Heaven's Doll, Doll of Curse, Lia Fail, Gallant Doll.



A powerful doll can turn around a combat quickly.

Amazons, Archers, and Dianas

Because you start with several amazons and continue to create new amazons through much of the game, you'll use a lot of different bows. A good, powerful bow lets you strike for a lot of damage at the back rank characters in the opposing group, giving your troops the chance to kill off a leader or powerful enemy quickly.

The weapons available to these characters include: short bow, baldr bow, great bow, yfival, bow of sandstorm, bow of thunderbolt, composite bow, Bow of Tundra, Crescente, Ji'ylga's Bow, Conflagrant Bow.



Some bows allow for interesting possibilities, including petrifying enemies.

Clerics and Priests

While they don't actually attack the enemy, clerics and priests each carry a mace as a focus for their healing magic. These are not truly weapons, but for these characters, they are necessary to allow them to cast their spells. Consequently, there are only a few maces available.

The maces you can find are: light mace, baldr mace, Combantein, Celestial Mace.

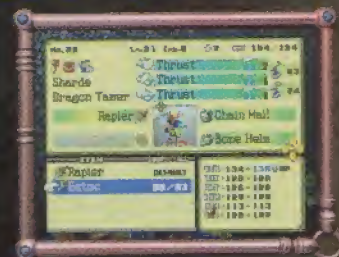


Clerics and priests carry a weapon but never use it to strike the enemy.

Dragon Tamers and Dragon Masters

Dragon tamers and dragon masters use rapiers: long, thin swords designed to attack the vulnerable joints in armor. They don't have the weight of fencer's swords and aren't made to be swung. Instead, they are used to stab the enemy.

These weapons are: rapier, estoc, peridot sword, main gauche, Sword of Dragon Gem.



The weapons of dragon masters and dragon tamers aren't as large as those of other characters, but they're still effective.

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Armor

All human characters wear armor of some sort, even if it's a simple robe or clothing. Some of your nonhuman characters also need clothing or armor. Faeries, for instance wear tiny clothes designed specifically for creatures their size. There are also unique suits of armor that offer significant protection for the wearer. You'll find a lot of armor in your journeys.

Armor comes in many different varieties.



The following armor types are available: cloth armor, ninja's garb, leather armor, chain mail, hard leather, scale armor, thunder chain, flame leather, ice chain, terra armor, saint's garb, breastplate, plate mail, baldr mail, peregrine mail, phoenix mail, Nathalork Mail, bloodstained armor, angelic armor, plate armor, Dragon Armor, baldr armor, heavy armor, wind armor, Breidablick, Rune Plate, Armor of Death, robe, cleric's vestment, magician's robe, vestment of wind, vestment of flame, vestment of water, robe of the wise, phoenix robe, Cloak of Oath, bloodstained robe, old clothing, witch's dress, count's garment, fur coat, feather suit, heat-tex, forest tunic, misty coat, Stardust, spell robe, Idaten's Mail, Titania Mail, Hwail Armor, Southern Cross, ogre armor, torn cloth, tiny clothing, Pure-White Dress, plain clothing.

Shields and Headgear

Virtually every human character wears some form of headgear. Most headgear is of the mundane variety, offering a limited amount of protection. Many character classes, such as dragon tamers and fencers, have a specific, distinctive hat.



The fencer's jingasa has a unique, distinctive look.



A good shield helps a character defend against attack.

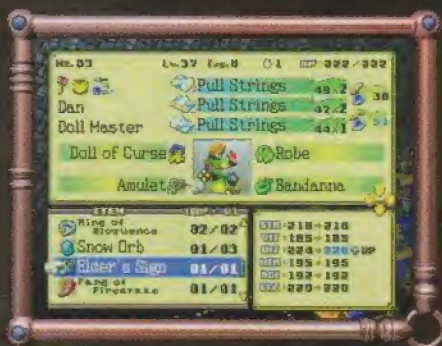
Hats and helmets include: iron helm, dragon helm, armet, baldr helm, helm of thunderclap, Freude Helm, ogre helm, plumed headband, bandanna, pointy hat, jingasa, hachigane, leather hat, han-nya mask, burning band, bone helm, Helm of the Fearless, Decoy Cap, ice bandanna, celestial veil, Red Branch.

Many character classes do not carry a shield. Generally speaking, only those who engage in melee combat hold shields; even then, characters such as berserkers and beast tamers don't have one. Valkyries, freyas, fighters, knights, paladins, phalanxes, and the like carry shields.

Shields include: round shield, buckler, electric shield, flame shield, terra shield, ice shield, kite shield, baldr shield, large shield, dragon shield, shield of Nue, shield of inferno, Saint's Shield, tower shield, ogre shield, Hallowed Shield, Starry Sky, Crystal Guard.

Accessories

Characters who don't carry a shield often carry or wear other items. While a knight or paladin has all he can carry with a sword, armor, helmet, and shield, characters such as clerics don't need all of those items. Instead, they use accessories to help them perform at the highest level.



A powerful accessory makes a good character better.

You'll find a number of accessories, including: Rai's tear, blue sash, ring of eloquence, amulet, bell of thunder, rosary, fang of firedrake, naga's ring, snow orb, Elder's sign, dream crown, feather of archangel, ring of branding, Angel's Brooch, valiant mantle, Firecrest, tunic, bloody emblem, Ring of the Dead.



Items

Other Items

Many other items can be used either during a mission or between missions to help keep your characters healthy and strong. During missions, you can reduce fatigue and restore hit points, bring characters back to life, and revive them from being petrified. Between missions, you can affect their alignment and their statistics.



Heal packs restore hit points to everyone in the group.



Enemy troops in leaderless groups may become allies, thanks to love and peace.

Healing Items

The following items all affect the health or stamina of a single character or unit.

Heal Seed

A more powerful version of the heal leaf, this restores up to 300 hit points to a single character.

Angel fruit

Alleged to have been brought to this world by an angel, this restores the stamina of a group and drops its fatigue significantly.

Heal Pack

A heal pack restores up to 150 hit points to every member of a group.

Altar of Resurrection

This mystical item restores a slain character to life with full health.

Heal Leaf

This leaf restores up to 100 hit points to a single character.

Power fruit

This native fruit refreshes your characters and reduces the entire group's fatigue.

Revive Stone

This substance, made from the tail of a cockatrice, turns a petrified character back into flesh.

Other In-Mission Items

Several items can be used to affect the nature of a battle or enemy units. Others affect a single unit or group but are not specifically related to healing.

Love and Peace

This potent magical item causes enemy units in leaderless groups to consider joining your force. It's a great way to bolster your own army at the cost of the enemy.

Dowsing Rod

When used, a dowsing rod locates a hidden item on the map and places it in your inventory.

Ansate Cross

When the Ansate Cross is held by a group, any soldiers promoted in that group switch gender. Female group leaders promote soldiers to fighters and male group leaders promote soldiers to amazons.

Silver Hourglass

When used during a mission, this device slows the passage of time.

Quit Gate

A quit gate is an extremely useful item that affects a single group. When used, it returns the group to your headquarters and has it retreat regardless of where it is on the map.

Between Mission Items

The following items can be used between missions to improve your units or groups.

Urn of Chaos

This item reduces the user's alignment and may help make some character classes available.

Scroll of Discipline

The opposite of an urn of chaos, this raises the user's alignment.

Goblet of Destiny

A character who drinks from this goblet experiences a change in luck, either positive or negative.

Champion Statuette

Any character who uses this item instantly gains a level of experience.

Sword Emblem

This device increases the strength of the user.

Bracer of Protection

This small piece of armor raises the user's vitality.

Crown of Intellect

This device increases the intelligence of the user.

Mirror of Soul

This item increases the user's mentality.

Stone of Quickness

This small stone raises the agility score of the user.

Crystal of Precision

The crystal of precision increases the user's dexterity.

Cup of Life

A character who drinks from a cup of life gains several permanent hit points.

Medal of Vigor

A leader who uses this item finds his or her leadership ability strengthened, increasing the rate at which the leader and his or her group gain levels.

Battle Tactics

How Combat Works

You have some ability to direct your troops in combat, but in general, they make a lot of the decisions on their own. Your troops always attack an enemy directly in front of them in preference to an enemy on the opposite side, regardless of how you tell them to attack. So, if you tell your troops to attack the enemy leader, and the leader is on the far left, your troops on the right won't attack the leader if enemies are directly in front of them.



Regardless of this, your ability to direct combat is important, and you should always tell your troops what to do in a battle.

You spend a lot of time watching your troops in combat.

Attack Styles



You have four choices in how your troops attack: autonomous, attack strongest, attack leader, and attack weakest. Each of these has its place in your repertoire of attacks. Learning when to use each helps you succeed in combat.

Use each of the attack styles at the right time.

Autonomous

When you tell a group to attack autonomously, you are essentially telling them they can do whatever they want in combat. Your units generally attack the enemy directly in front of them. Front line units usually attack enemies in the front rank, while troops in your back row usually attack the enemy's back row.



This is perhaps the least useful method of attack. While your troops will do damage, they won't score a lot of kills, preferring instead to spread the damage around the enemy group. You should rarely use this method.

Autonomous attacks don't give you any control over what your troops are doing. It's the least effective method of fighting.



Attack Strongest

Choosing this style of attack tells your units to attack the strongest enemy in front of them. In many ways, this is similar to attacking autonomously, but it more firmly suggests to your units that they should concentrate on the toughest enemy unit. Again, this often means that your troops will damage most of the enemies in the group, because the strongest enemy changes as one is weakened by attacks.

This style of attack is very useful for whittling down powerful groups and making them easier to kill later. It can help you make a particularly powerful enemy unit an easy kill.



Attacking the strongest enemy helps you cut down a very powerful unit to size.



Use this method of attack when you have several groups in position to attack the enemy, because it gives you a good chance of quickly destroying the whole group.

Attack Leader

Without question, this is the most useful style of attack, at least initially. An enemy group without a leader cannot coordinate its attack. Rather than attacking your units and strongholds with precision, groups that have lost their leader simply run away on the battlefield, seeking to avoid conflict. They rarely take over strongholds.

Attacking a group leader and killing him or her is the quickest and best way to render an enemy group useless immediately. Destroy the rest of the group at your leisure, because it cannot act intelligently. When pressed by a large number of enemy groups, this should always be the attack style of choice.



Hitting the enemy leader is a great way to turn a powerful enemy into an easy kill.



Enemies without leaders wander the battlefield aimlessly. They make good targets for gaining experience.

Attack Weakest

A very tough enemy group can be made easier to deal with if you thin out its ranks. By directing your attacks on the weakest units of the enemy group, you give your troops a chance to kill a few units. Your entire group gains valuable experience by scoring kills on enemy units, and that enemy is easier to kill off later on.

This is the second-best attack style. It improves your units and weakens the enemy groups quickly.



By attacking the weakest enemy, you destroy units and make the enemy group much weaker



Use this form of attack frequently to guarantee kills.

Creating Groups

Creating powerful groups should be one of your main goals. The units in your group should work together and make the entire group more powerful than the sum of the parts. A well-designed group can handle a battle against virtually anything, while a poorly designed one isn't a match for even the weakest enemy. It takes experimentation to successfully blend units. Fortunately, there are a couple of guidelines.



Creating a powerful group takes time and patience.

The first, and most important guideline is to keep characters in the same groups as much as possible. You will certainly move them around somewhat as you take characters out of one group to start a new group. But for the most part, characters should stay with the group they are in. Over time, groups tend to work together a little better, coordinating their attacks more, and fighting more effectively. Moving troops between groups destroys that cohesion.



A group that has worked together for a long time coordinates better, giving you a better chance of powerful combined magics.



Groups that don't defend well can be helped by a cleric or priest.

The units you put in groups should make a certain amount of sense as a whole. Units such as berserkers and beast masters, which are low on defense, work well with a cleric, who can heal them during combat. Units such as phalanxes, which stress defense, aren't as helped by healers.



Try to mix both melee and missile troops in your groups.

Each group should have a blend of both melee (front line) troops and missile (back rank) troops. Units such as archers, which are weak physically, are vulnerable if they aren't stationed behind stronger fighter units.

Don't forget about using soldiers. Over time, soldiers turn into fighters and amazons, who can further change into more powerful characters. Soldiers themselves are weak, but their ability to suddenly become much more powerful makes them extremely valuable. Keep using them and promote them into stronger warriors.



Keep using soldiers, at least through the first two or three chapters. They help add new characters to your army.

When putting a group together, try to maximize the abilities of each character in the group. Placing a paladin in the back rank, for instance, allows the paladin to cast healing spells during combat. However, these spells are pretty weak (and by the time you can create paladins, the enemies will be doing a lot of damage). Paladins belong up front where their three attacks can seriously damage or kill an enemy unit.



Place characters where they can be the most effective.



This group will still be decent if attacked from the side or rear.

Also, place characters where they will be effective even if attacked from the side or rear. Placing units in the corners gives them a good chance to be where you want them even if they are attacked from a different side.



Changing a character's class may give you some new ideas for powerful combinations.

Finally, don't be afraid to experiment a little. Most of the time, if you change a character's class, you can change it back if it doesn't work out for you. Play around with different combinations and discover what works best for you.

Movement

Success in *Ogre Battle 64* is all about movement. Getting your groups into the right place can turn a bad situation into a favorable one, while having them out of position can cost you a mission. Learning how to move is critical to your success.



Troop movement is important. It allows you to catch a retreating enemy or get to an important location quickly.

Each character has a particular terrain that he or she is most comfortable in. Most of your human characters are geared toward operating in plains areas, but there are a few character classes that are different. When operating in terrain that they are most comfortable in, units move quickly and well and don't become too fatigued. In unfamiliar or uncomfortable terrain, your units tire quickly and move more slowly.



When building groups, keep ones that prefer the same terrain together.

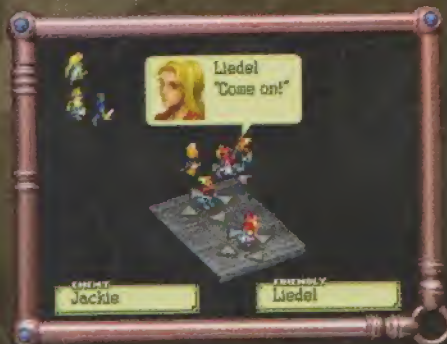
The lesson here is that you should try, whenever possible, to move your troops on terrain they prefer. There will be times when you need a group to cross mountains or walk through the heart of a forest, but when you can, keep them where they like to be. It helps them get to their destination quickly and without becoming tired.

Most of your human troops prefer plains and roads. Use these terrains when you can.



Attacking and Retreating

Movement is mostly useful in planning your attacks. Getting your groups to where they need to be to strike at the enemy is important to your success. Most of your attacks will be head-on, where the normal front rank of your group is facing the normal front rank of the enemy group. The enemy constructs groups to maximize the abilities of the units just as you do, so these battles will often be tough.



Head-to-head battles are the most common.

It's to your benefit, whenever possible, to attack enemy groups from the side or the rear. While your units are in prime position to do the most damage, theirs are out of normal position and less effective. Front rank units that normally get two attacks may only get one if you attack from behind, reducing the damage your troops take in battle.



If you can hit an enemy group from the side, you can often have an easier battle.

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However, there are exceptions to this rule. It pays to know the attack types of the different units and figure out where they will be if you attack from a different direction. It might, for instance, seem like a good idea to attack an enemy group that has a front rank cockatrice from behind. However, this allows the cockatrice to use its petrification attack, which is much more deadly than its normal attack.



This group would be even tougher from behind!

In short, use your head when planning your attacks. Some units may be much tougher attacked from behind. Don't rush in blindly.



Always check out how the enemy is arranged before attacking.



You will also need to retreat at times. An enemy group may simply be too powerful or your own troops may be already badly wounded. When you lose a battle or retreat from combat, your group is pushed back on the map to a new location (the same thing happens to the enemy when you win a combat against them). Often, this puts your group in a better position or allows them to move to a stronghold to heal without trouble. However, it's also possible that this will push your group into another enemy.

Don't be afraid to retreat. Sometimes, it's the only way to save a badly wounded character.



Don't retreat if you don't have to. There are times, though, when retreating makes not only good sense, but is preferable to actually winning a combat.

Take, for example, a very strong enemy group attacking your headquarters. If you win the combat, you'll push the enemy back. That enemy is likely to retreat and go back to a stronghold to heal. You'll eventually face it again at full strength. However, if you retreat out of the combat after a few damaging attacks, the enemy will likely keep coming and encounter your next group in your headquarters. This second group will be facing a weakened enemy and will be more likely to score a few kills and truly damage the enemy.



After wounding the enemy, the first group retreats. The second group then attacks and seriously wounds the enemy.



Planned retreats can help you destroy even the toughest enemy.

Use planned retreats to draw in tough groups and whittle them down. This can help you succeed against enemies that are normally too powerful for you.



Experience



Troops don't get to high levels such as this without a lot of work and planning.

Your units rely on experience to become more powerful. A 10th level knight has more hit points, does more damage, is more likely to hit, and defends better than a 9th level knight. By gaining experience, your troops become more powerful and useful.



That's a lot of work for just a single experience point.

Every time your troops enter combat, they can gain experience. At the end of the battle, every unit that survives gains one point of experience, win or lose. But because each unit needs to gain 100 experience points to go up a level, this means it can take a long time to gain even a single experience level this way.

Fortunately, you can gain experience faster. In any battle in which your troops kill an enemy unit by reducing it to zero hit points, they all gain significantly more experience than the single point. Killing a weak enemy returns a few experience points, while killing a powerful one brings in more.



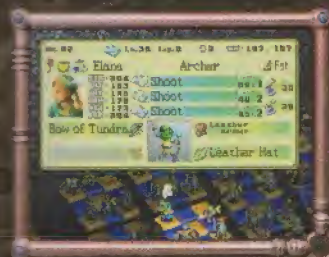
Killing enemy troops makes for a larger reward after a battle.

Try to get experience points for most or all of your units in every mission you undertake. In fact, a good goal after the first couple of missions is to have all your units gain a level of experience every mission or every other mission.



Get your units out into battle. Use all of your groups when you can.

The best way to ensure that your units improve is to get them into combat. Naturally, you will have groups that seem better at killing the enemy, and you'll be more likely to use them. That's fine, but don't use them exclusively, or some of your other groups will lag. Having three or four really powerful groups is great, but in later missions, when you need to have 10 or more competent groups, the time you spend working on your weaker groups really pays off.



While some groups in this army are stronger, all have progressed consistently, and all are pretty powerful.



Have your weaker groups hunt down enemies that have been weakened.

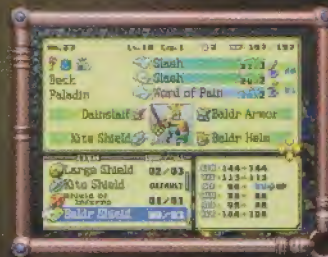
To get experience for these lesser groups, have them pursue enemies retreating from combat. They can hunt around the battlefield for enemy groups that you've rendered leaderless. Not only does this clean up the battlefield, it also gains experience for your troops and makes them more valuable.

Maintaining Your Army Between Missions



Take a few minutes between battles to look over your troops.

Between missions, always check out your army and make improvements where you can. You will have gained a few new items in the course of combat for starters, and these can help you make a unit more powerful and effective.



A new weapon or piece of armor can help improve a unit.

Units will have also gained experience, and hopefully, gone up in level. This may open up the possibility of new character classes for these units, allowing you to augment them further and make them even tougher.



Training is expensive, but it can help a unit gain experience.

You can also train your units between battles to gain some additional experience. This costs money, of course, but it's a good way to boost the level of a group that didn't get much chance to fight in a given mission.



Make sure all of your groups have the items they need to succeed.

Finally, go through your groups and replace any items you used during the last battle. Nothing is more frustrating than entering your next mission and finding that one of your groups desperately hurt has run out of healing items. By taking a few minutes between missions to keep your army in shape, you'll find your missions easier to complete.

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Prologue

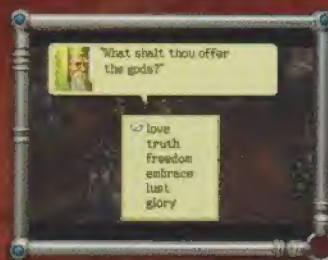
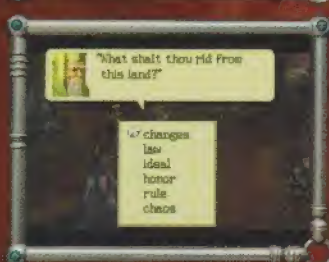
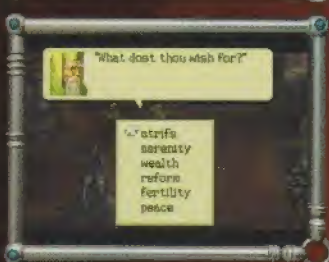
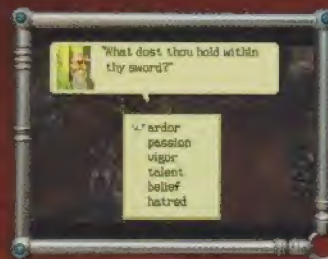
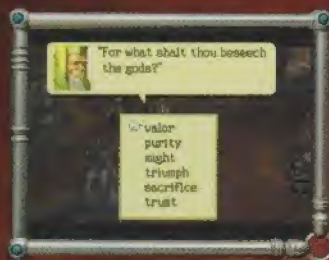
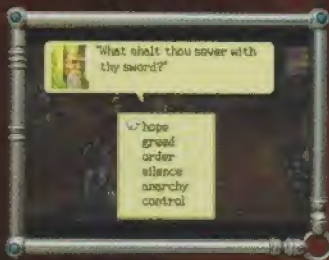
A Six years ago, you left your family and friends to join the military academy in Winnea, the capital of Palatinus. You've learned the basics, and you are now a true soldier. Your graduation from the academy couldn't happen soon enough to please you.



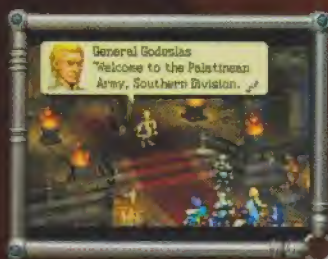
You say good-bye to your childhood friend, Yumil, and head to the military academy.

Archbishop Odiron asks you a number of questions to determine both your starting armies and your starting items.

B Archbishop Odiron is the one who finally graduates you. But before you can actually graduate, you must answer a series of questions. In addition to choosing your name (Magnus is the default) and your birth date, you must also make several choices that affect the characters who will lead your armies and the items you begin with. Pick the choices you feel best suit your own philosophy. The differences are fairly minor and don't greatly affect your ability to succeed in the coming scenarios. The only one that has a real effect is the last choice, where you select your Elem Pedra.



C Once your graduation is complete, head to Akka Castle in the Southern Region. General Godeslas greets you and tells you that there is no room for slacking off in the Southern Division. To get you used to life in your new home, Godeslas has planned a training exercise, which will be carried out by his lieutenant, Ariosh. You also discover that you and five others have been selected as potential commanders.



General Godeslas welcomes you to the Southern Division of the Palatine Army.

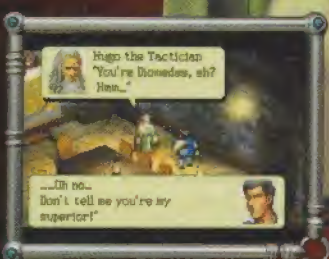
D Next you meet with your adviser, an old man named Hugo Miller, or Hugo the Tactician. Hugo sizes you up quickly and tells you to report to the Tenne Plains for your first assignment. You will be working with another potential commander, named Diomedes, who doesn't seem to like working under Hugo.



Hugo is your adviser through many of your missions.



Your first assignment is in the Tenne Plains.



It appears that Diomedes has some trouble reporting to Hugo!



Mission 1: The Southern Reaches

A On the map, head to the Tenne Plains. When you do, you and Diomedes are greeted by Hugo, Diomedes, or Dio, still has the temper he displayed earlier.



Use the map to go to the Tenne Plains.



Both you and Diomedes are ready for action.

B Hugo gets right down to business, telling you that the Theodricus Mine in the area is experiencing a lot of trouble. Groups of wild beasts have attacked the locals, and bandits are rampant as well. The locals expect the military to resolve the situation.



Your first mission is in the Theodricus Mine in the west.

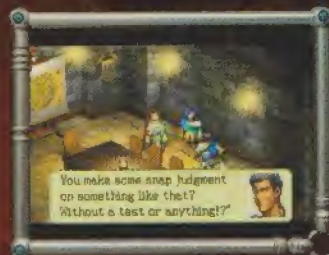
C On the map, Hugo explains the situation in a little more depth. You will be headquartered in Zemio, and you will have a couple of strongholds you can use to rest your units. Unfortunately, the bandits control a sizable portion of the map to the west.



Your overview map shows the location of your headquarters as well as that of the enemy.

They are centered in the Theodricus Mine, located a day's march to the southwest of your headquarters. While you should have little trouble reaching the mine, you need to guard your western flank carefully.

D After the briefing, Hugo puts you in charge of the operation. Dio takes exception to this, and when Hugo leaves, he challenges you to a fight. You can either accept his challenge or not. Either way, Hugo will stop you before you come to blows.



Dio doesn't like not being in charge. He likes that you are in charge even less.



You can choose to fight Dio or not, but Hugo will be much happier with you if you decline.

Tip: No matter what you select, Dio still wants to fight, and doesn't take no for an answer. However, if you refuse to fight, Hugo will be pleased that you've shown good judgment.

E Now the battle truly starts. You begin already dispatched, and you have five other groups you can dispatch immediately. Do so. Send your party to the west toward the enemy stronghold there. Send two more groups with you as well, because this is where most of the enemy activity takes place. Send two other groups (including Dio's) to your stronghold to the immediate south of your starting location. Dispatch the final group and have them stay on at your headquarters in case an enemy group manages to get past your other forces. If you lose your headquarters, you lose the battle.



Your forces are on the march. Three groups head west, two move south, and one stays put in your headquarters.

Tip: If you want to see your full briefing again, enter the stronghold in your headquarters with any character.

F As your groups begin marching, bandit groups begin to appear on the map, concentrated mainly in the west. The three groups you have marching toward the stronghold

of Mulsuk should have little trouble fighting these groups back. Have your own groups pursue any enemies they encounter, and rest them in the stronghold once they are victorious.



Wizard
"...The Southern Division?
They're here already?"

Our plan has already been initiated. We must stop them! Or else... It will come to naught.



Warrior
"I'll leave this place to you. Buy us as much time as possible!"

The rebels are planning something. You must defeat them quickly if you are to discover their plan.



Mission 1

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The witch den in Hou is worth visiting.

G Something interesting happens as your first group approaches Mulsuk. You see the bandit leader speaking with an angry wizard, who has been told to keep you occupied for as long as possible. You better press forward quickly! When a unit reaches Hou, located straight south of Zemio, have it enter the witch den to learn how to raise troops from the dead. If you lose any units, they may now come back as zombies. You can also send someone to Jadd in the east to use the shop there.



Keep hitting the weakened groups to destroy them and clear the way to the mine.

Note: Enter the strongholds at Mulsuk, Hou, Buchanan, and Bourdeaux to gather valuable information about Palatinus and the current situation.

H Once you have claimed Mulsuk and moved a group or two to Hou, concentrate on the east. Send one of your groups all the way to the south to capture the neutral stronghold of Billney while the other moves in to take Bourdeaux at the center of the map. With these under your control, you can start to move in on the Theodricus Mine itself. Keep putting the pressure on the enemy groups in the area.



With the enemy groups retreating, move in and liberate Bourdeaux and Billney.

I Go back to your western groups. Some of them will probably need to rest after their battles, so pull them back to Mulsuk and let them heal. Any western groups in good shape can push toward Buchanan on the western edge of the map. Clear this area out and prepare for your final assault on the Theodricus Mine.



While several groups approach from the north, Dio moves in from the south to prevent retreats.

J Move all of your groups in at once and have them attack. The first confronts Stabilo, the bandit leader. Don't be discouraged if you lose this first battle. You must defeat the leader to claim victory in this scenario. If he's still alive at the end of a fight, your unit retreats. As soon as he goes down, you win the mission.

Tip: Concentrate your attacks on the leader, and you have a good chance of finishing the battle on your first attack.



Stabilo, the bandit leader, challenges you to push him out of the Theodricus Mine.



Stabilo is in the back. Concentrate all of your attacks on him.

Mission 1



Dio tells you that Prince Yumil is in trouble.



This entire takeover was just a diversion!

K After the battle, you confront Stabilo. As you are speaking with him, Dio runs in and tells you that Prince Yumil has been attacked. Stabilo finds this extremely funny, because this entire operation was just a ruse to get you and your division to come south and leave the prince open to be attacked. Stabilo and others are planning a revolution to destroy the royal family and the nobles!



You decide that you should rescue the prince, but Dio shows a certain amount of brains when he reminds you that you don't have any information to work with, including where the prince was attacked. Fortunately, Hugo arrives and has at least the beginnings of a plan. While it's too late for you to join up with the main regiment, you may still have



Hugo puts you in charge of the next operation.



While you want to go rescue the prince immediately, Dio thinks you should gather some information first.

a chance to save the prince. Because the decoy was so large, the main enemy force probably isn't too much bigger. Hugo puts you in charge of the prince's rescue while he heads back to the main regiment to give his report. However, he suggests that you all go to where Prince Yumil was attacked before you start.

Mission 2: Sparks



Volmus Mine appears on your map. Head there next.



Head to the Volmus Mine on the map display, and your briefing begins. While Hugo doesn't have much information, he does know something. You will be headquartered in Suakin. The bandits control virtually everything else, although there are a couple of neutral strongholds on the map. Because you don't know where Prince Yumil is, you must move from stronghold to stronghold searching for him. Hugo suggests using the roads to move from place to place. When the briefing is over, Hugo wishes you luck while he heads back to Akka Castle.



Hugo suggests moving along the roads to head off the bandits and find the prince.



This is your overview map. Capturing the two nearby strongholds helps keep your headquarters safe.



As with the last mission, start by dispatching your forces. Send Dio and two groups west, then south toward Dese. You and two other groups should move straight south toward Senal. Have the seventh stand guard back at your headquarters.



You're on the march, taking both roads to push the enemy back on all fronts.



Senal is heavily guarded, but you need to push through it. Once you get there, send one group east to capture the neutral stronghold of Berberah, then have this group rejoin your others.



Senal has been liberated. Another group moves east to capture Berberah.



As with the last mission, keep attacking enemy groups to destroy them and prevent them from getting behind you.

Note:

The strongholds of Dese and Xeira contain shops while Senal holds a witch den. People in Ishro and Eldrett tell you a little more about the troubles of the common people.



With Senal and Dese under your control, send your character to the southeast to Ishro. This is where Prince Yumil is being held. You can have your troops in the west move toward Eldrett in the south, but they probably will not get there before you rescue Yumil in Ishro.



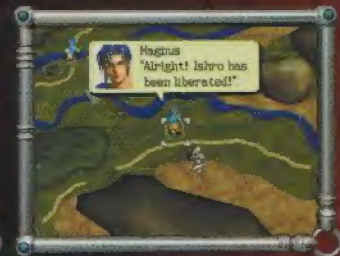
Move toward Ishro. While it doesn't matter who rescues Yumil, it looks better if you do it yourself.



When you approach Ishro, you see a few of the rebels talking about the prince. They are very distressed to see that you are the Palatine Army and not the scouts they were expecting! Fight them back and liberate Ishro, and you will also liberate the prince.



As you near Ishro, the enemy is talking about the prince. They're waiting for a scout and are upset when you appear instead.



Capture Ishro to free Prince Yumil.

Ogre Battle 64

Person of Lordly Caliber



F In Ishro, you come upon a building where the prince and his two escorts are being held. Untie the three and discuss the situation with them. One of the prince's men, a knight named Rhade, is less than pleased with his rescue. He's even less pleased when he discovers that you and your troops are all rookies and that

you are the only ones who were dispatched to rescue Prince Yumil. However, he offers you a chance to prove your worth by conquering the rest of the rebel forces in the area. You aren't sure such drastic measures are necessary, but Rhade insists that you eliminate everyone who opposes the royal family.



Once in Ishro, you find the building where Prince Yumil is being held.



Rhade isn't pleased you took so long. Don't worry; he'll say this even if you liberate Ishro in record time.

G You leave, but Rhade is not quite done. As the rebel who held him captive tries to sneak away, Rhade slays him in cold blood. Prince Yumil is upset by this, but it seems he is completely controlled by his two escorts.



Rhade murders the rebel in cold blood.



The rebels are using Volmus Mine as their headquarters.

Mission 2

H Your mission objectives have changed now. You must capture the rebel headquarters, located in the Volmus Mine. You are already a good way toward capturing it. Move your troops to Eldrett if you haven't already. You'll then control more than half of the map. Destroy the group protecting Eldrett, then send one of your armies to the southwest and liberate Xeira. This should leave only the Volmus Mine for your troops to attack. As with the previous mission, move in with everything you have in the area.



Take Eldrett to the southwest of Ishro and hold it against enemy attacks. You can rest your troops in it before the final assault.



With Eldrett in your hands, push south. Take Xeira and camp around Volmus Mine.

I With your units surrounding Volmus Mine, send in your character to confront the enemy leader. You offer them a chance to throw down their weapons and surrender, but they don't listen to you.



The enemy does not accept your offer of peace.



J As in the first mission, you must eliminate the leader, Qad, to win. If the leader is still alive at the end of a fight, your own forces will be pushed back. Attack the leader with everything you have to complete your victory.

Concentrate your fire on Qad to bring a swift end to the battle.



K When the battle ends, the enemy leader, Qad, asks you to kill him. Anything Rhade has in store for him will be much, much worse.



L Wait at Volmus Mine for the prince and his escort to arrive. While the prince thanks you for saving him and conquering the rebels in the area, Rhade is still not pleased. He wanted Qad dead, not alive, and he isn't willing to listen to what the rebel leader has to say. But Qad talks anyway, and attacks the nobility for treating the common people terribly. Rhade is offended and draws his sword. While Yumil wants to stop him, he doesn't have a chance. You also try to stop him, and Rhade hits you before approaching Qad.



Once again, Rhade is disappointed in you.



The nobles are not pleased to hear what Qad has to say.

M Just as he is about to strike, a knight comes in and deflects the blow. Meanwhile, a maiden approaches and unties Qad. They escape together while a second knight prevents the prince and his escort from leaving.

Finally, a wizard approaches and paralyzes you all, covering the retreat of the rebels. While Rhade and Jeal run after the bandits, Yumil tells you that there was nothing he could do to prevent the violence of his escorts.



Qad narrowly escapes death, thanks to some timely help.



The mysterious wizard, Saradin, immobilizes everyone so the rebels can escape.



Prince Yumil is powerless against his escorts.

Chapter 1: Introduction

A Thanks to the Southern Division's actions, the plot to assassinate Prince Yumil failed. The mastermind has been executed, but rumors spread that the true person behind the plot has escaped and that another person was executed in his place.



Stabilo is executed in place of Qad. No wonder the rumors spread!

B The rebellion was expected to stop once the revolt had been suppressed. However, this is not what happened. All over Palatinus, people met in secret, planning their uprising against the nobility. While most of the rebels come from the poorest people, all classes harbor resentment against the crown and the nobles.



The people of Palatinus meet in secret and plan their revolution.

C Meanwhile, you have been recalled to Akka Castle to meet with General Godeslas. Godeslas tells you that the rebel activities have become more aggressive. The real problem is that they appear to be coordinated across the country. To fight this, he has organized the Southern Division specifically to stop the rebels. To help, he has promoted you to captain and gives you a battalion and a tactician. Finally, he tells you that the rebels in Fort Tuatha must be subdued, and that you should report to Crenel Canyon.



You receive a promotion and get a new assignment.

Mission 1: First Assignment

Introduction



Crenel Canyon appears on your map. Go there now.

A Crenel Canyon appears on your map. Head there now to receive your battalion and your new orders. Upon your arrival, you gain a new battle group, headed by Leia Silvis. She's a capable commander who will prove to be very valuable in the battles ahead. Your new tactician turns out to be your old one: Hugo Miller.



Leia Silvis has joined your battalion. She'll be very useful in the fights ahead.



Just after Leia joins you, Hugo appears as well.

B The first order of business is to give your new battalion a name. While "Blue Knights" is the default, you can change it to anything you wish.



Hugo approves of the name you select for the battalion.

Prima's Official Strategy Guide

C Once your battalion is named, the briefing for your next mission begins. You will be headquartered in Baldera while the rebels are currently holed up in Fort Tuatha, a day's march to the northwest. The four other



The overview map. This is a small battle, without many enemy forces or strongholds.

strongholds on the map are all controlled by rebel forces. Two good roads lead to Fort Tuatha, and reconnaissance suggests that rebels have been dispatched along both roads. Hugo suggests following both roads to stop the rebels cold, then regroup and smash the fort.

D When the mission begins, dispatch your groups. Send one directly over the highlands to the west to reach Kiefer. The enemy group here charges, but you shouldn't have too much trouble pushing it back. Send

three groups straight north toward Movae, and take two up and around the highlands toward the bridge in the west. The seventh group can either stay in your headquarters or move with the groups going west.



Dispatch your forces to the north and west. You may want to have someone stay behind to guard your headquarters.

Tip:

All four of the strongholds have valuable information concerning the revolt this time. There is also a witch den in Boollem and a shop in Kiefer.

E Your initial goals are to crush the rebel armies from Movae and Kiefer as well as the one that moves down from Boollem in the west. Your army groups should have little trouble forcing them back, and you should capture both Kiefer and Movae on the first day of the battle.



Push into Movae in the north. With three groups, you shouldn't have much trouble forcing the enemy away.

F With the enemy groups destroyed, keep your groups in these two strongholds to recuperate their lost hit points. When they are ready, send the groups over the bridges to the north. Move in and take over both Boollem in the west and Carnot in the east, and destroy the groups in the vicinity. If you can, stop them from retreating all the way back to Fort Tuatha.



Leia destroys an enemy group, preventing it from retreating and healing.



In the south, three groups approach Boollem.



The wizard speaks to you, but it won't help his forces stand against you.

G You should reach Boollem and Carnot around the same time, and your groups should easily overpower the enemy forces holding them. You're confronted by an angry wizard when you reach Boollem, but he only tells you that the rebels won't give up.

Mission 1

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Ogre Battle 64

Person of Lordly Caliber

H Once you have both Boolem and Carnot, make your final push toward Fort Tuatha. Have your groups scour the area for any remaining enemy groups, but move your hero directly toward the fort, stopping to camp nearby. When you are fully rested, charge the fort and confront the enemy leader, Efeminette.



Boolem and Carnot are yours. Move in and surround Fort Tuatha.



Efeminette's army won't leave the fort, so you can camp nearby and rest your troops.



Efeminette welcomes you to Fort Tuatha, and tells you that the rebels have been organized by Frederick Raskin. Additionally, she tells you that the rebels have organized into a real army, called the Palatinean Revolutionary Army. Try as you might, you can't make her see reason, and you must fight her.



Efeminette tells you the name of the head rebel...



...and the name of the rebel army.



Efeminette's force is quite powerful, but if you are careful and attack her directly, you can kill her in your initial attack. If not, come back and try it again, or send in another nearby group. All of your armies are close by, so it shouldn't be too hard to find someone to finish her off.



Concentrate your attacks directly on Efeminette.



As Efeminette dies, she tells you to follow your heart. Before she can explain what she means, she dies, and the battle is over.



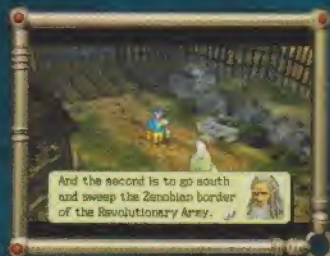
Efeminette dies, but not before a few final words.



After the battle, Hugo approaches you and says your new orders have come through. You have two jobs: to escort Prince Yumil through Mylesia to the northwest, and to sweep the rebels from the Zenobian border to the south. You can choose which to do first, but you must complete both tasks.



The first is to escort Prince Yumil through Mylesia, to the northwest...



And the second is to go south and sweep the Zenobian border of the Revolutionary Army.

Which job to take first? You must complete both tasks, but you can do them in either order.

Mission 1

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Mission 2: The Path Diverges

A While you can play either of these two missions first, escorting Prince Yumil is slightly easier. You can get some experience for your troops here so they can be ready for the battle along the Zenobian border later. Head to Mylesia in the north on the map.



Use the map to select Mylesia, the northern of the two choices.

C The map this time is wide. You start in the east, with your headquarters in Castle Dunkweld. The rest of the map, including the enemy headquarters at Castle Burgund, is held by the rebels. Although there is a single neutral stronghold to your immediate southwest. While you are fighting, Prince Yumil's party wanders west. They are strong, but keep them out of conflict if you can. Because of the distances, Hugo wants you that the troops will be marching a lot. Watch them when you can.



Your overview map. There's a lot of territory to cover this time.

B Once in Mylesia, Hugo fills you in on the details. Prince Yumil and his party are attempting to reach the Western Region safely, but the Revolutionary Army has seized the castle that once headquartered the Western Division. So, you must regain control of the castle quickly.



The Western Division has lost its headquarters to the rebels. You must reclaim it.



While there are a lot of rebels to battle, they aren't organized.

D After the briefing, Hugo tells you that the prince wants to see you. You suggest that completing the mission is of more importance, and that you can see him later. Dio, wondering why the prince would want to see you, asks what your connection is to him. When he discovers you are the prince's friend, he explodes. Perhaps he believes you have achieved your position not from earning it, but because of who you know.



The prince would like to see you.



Maybe a victory here will help Dio understand that you've earned your position.

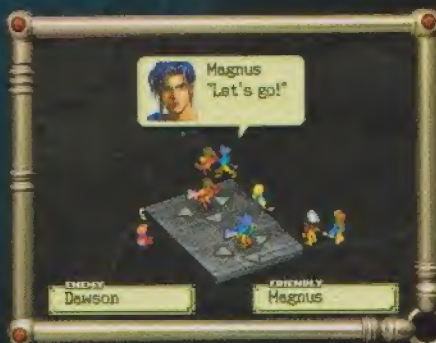
E At the start of the battle, dispatch three of your armies straight west to Tubulk and another three south to capture the neutral stronghold of Idorf. Once they take it, send all three groups west to liberate Lehuboth.



Armies are dispatched to the west and south. Yumil's group starts out moving west.

Note:

The witch den is in Tubulk, and the shop is in Elgorea. In Lehuboth, Harraive, and Taza, you can learn more about the reason for the revolt, as well as information regarding the prince's relationship with his father.



Confront the enemy groups as quickly as possible to keep them away from Prince Yumil.

F Prince Yumil tends to stay in the north initially, but he moves from place to place. You must capture both Tubulk and Lehuboth on the first day to keep Yumil's party out of combat.



Capturing both Tubulk and Lehuboth gives you bases of operation to work from.

Ogre Battle 64

Person of Lordly Caliber

G Initially, all of the action is in the north. You must contend with two powerful groups here, so deploy in force and capture the stronghold so you can heal. In the south, once you capture Idorf, the enemy starts to appear. Push them away from Leboth and capture this stronghold. Keep pursuing and destroying the enemy groups.



Once Yumil reaches Tubulk, he turns south and follows the southern road. Act quickly to destroy the groups along this route.

H This is important, because soon after Yumil reaches Tubulk, he turns south and moves toward Leboth. Even if you have been pushing the enemy forces back, there's a good chance he'll get caught in a battle on this road. Don't worry if he does. His group is very strong, and if you've been fighting the enemy, they'll be weakened.



Push west from Leboth. Your troops are tired, but you must capture the strongholds ahead of you.

I Now things get interesting. Once everything between Leboth and Tubulk is cleared out, get ready to move. Send two units northwest from Leboth toward Phuntua. Have the third group in the Leboth area cross over the highlands and liberate Harraive in the south. Move the group guarding your headquarters up, lagging behind the other units. In the north, move everyone toward Elgorea.



You can skip Harraive, but taking it prevents the enemy units here from attacking your groups from behind.

J Things get a little tighter in the south. Crush the groups here as quickly as you can, because this is where Yumil is heading. In the north, move as quickly as possible. In Elgorea, you encounter a youth named Troi who wishes to join your army. If you take him, he'll be a pretty good phalanx unit for you.

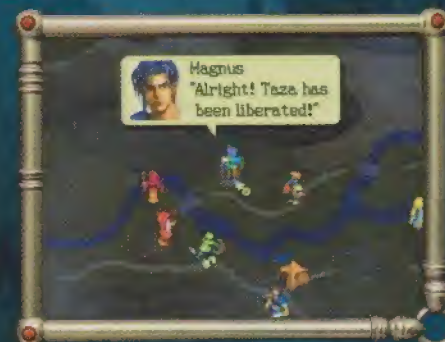


Take Troi with you. When you start your next battle, you can create a new group.

K Because of the pace you've had to set, you really can't prevent what happens next. Yumil goes straight from Leboth to Phuntua, and from there, he starts for Castle Burgund immediately. Don't worry about this. Yumil's party is strong enough to survive a few battles. Get your troops moving to back him up, and move in from the north to take Taza.



Prince Yumil ends up fighting at some point. The best thing that can happen is for his group to lose and be pushed back. This gives you more time.



Take Taza to use as a base of operations near Castle Burgund.

Mission 2

L Taza is important because it's so close to Castle Burgund. Use it to heal your troops between battles, while staying within quick striking distance of the enemy headquarters. Move in and confront the leader there.



The enemy leader plans to kill the prince, but this shouldn't surprise you.

N As usual, concentrate your attacks on the leader, and all should go pretty quickly. You should be able to beat this army in the first or second battle.



To win, hit the leader with everything you have.

M Yumil and his group move toward Castle Burgund as quickly as they can. There's almost no way to stop them from entering combat at some point. The best you can do is weaken the enemy so that Yumil's party doesn't take a lot of damage.



Yumil will likely attack Castle Burgund. Don't worry if this happens. If you have other units nearby, you can prevent him from attacking more than once.

O After the mission, meet with Prince Yumil, your childhood friend. He invites you to join him and right the wrongs of the kingdom, but at this point, you aren't sure that Yumil has the right answers, either. But he is passionate about wanting peace in the kingdom, and about wanting changes made.



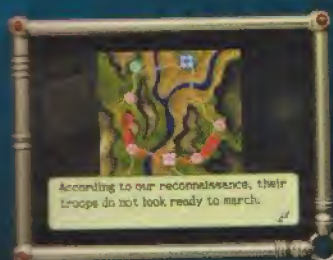
Your reunion with Yumil after the battle is filled with regrets and questions.

Mission 3: True Intentions

A There's no playing around at the start of this mission. Hugo gets right down to business and starts the briefing. For this operation, you're headquartered in the town of Ethawella, located in the north. Fort Crenel, a day's march south, is the enemy headquarters. Two paths lead to it, each with two enemy strongholds. The western path also has a neutral stronghold that can be liberated. Both paths have advantages, so it makes sense to send troops down both.



On the map, move to Crenel Canyon to begin your next mission.



Perhaps the rebels aren't ready for you. Act quickly to drive them back.



The overview map shows the two paths to the enemy headquarters.

B After the briefing, Hugo tells you that the Revolutionary Army is acting strangely. Instead of gathering their forces and heading north, they are marching south, toward the Zenobian border.



The rebels are acting strangely. Instead of marching to the Palatine capital, they appear to be retreating to Zenobia.

Mission 3

Ogre Battle 64

Person of Lordly Caliber

C First, go to the organize screen and create a unit led by Troi. This gives you an additional battle group. Move a few units around so that he has some power other than simple soldiers, then start dispatching groups.

Note:

There is a witch den in Karya.



Make a detachment with Troi as the leader, and you'll have an extra group to dispatch.

E In the west, if you push the enemy group back, they'll capture the neutral stronghold of Karya. Don't worry about this. Move in with your groups and push them out, claiming it for yourself. Rest your groups here and destroy the enemy before pushing south to Laguat.



Don't worry if Karya is captured by the enemy. You can get it back easily.

Mission 3

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Tip:

Instead of pushing the enemy toward Fort Crenel, attack from behind and push them into your other units.



D As soon as your units start moving out, you'll see enemies located both in the south and west. Attack them with everything you have. Send at least three groups in each direction. It's a good idea to send an extra group south, because of the distances. Your troops will be more tired, and the battles will be tougher here.



Enemy groups appear to both the south and west.

F On the eastern side of the map, things are pretty confusing. A lot of enemy groups are here, and your troops will be fighting constantly. If you can grab Quelluan, you'll have a safe place to heal up while the enemy troops stay weakened, so push for the stronghold as much as you can, then send out your groups to harry and destroy the enemies.



Troi proves his worth in combat.



Use Quelluan to rest up your troops as you fight back the enemies around it.



While you are clearing out the east, move in and capture Laguat.

G When the enemies have been cleared from the areas around Quelluan and Laguat, you can start your push toward Fort Crenel. Move your eastern troops down the road, but don't liberate Elle yet. Instead, move a group between Elle and Fort Crenel. This gives you a chance to catch retreating groups before they make it to the fort. Do the same in the west with the area around Dem Vidro. Capture both strongholds.



Guard the areas between the last two strongholds and Fort Crenel.



Debonair is a difficult opponent. He deals incredible damage with his sword and is tough to kill.

H Fort Crenel holds the foreign knight who saved Qad in your second mission. Debonair of the Wind is extremely powerful, and his units are also very tough to kill. Because of his strength, you are best off fighting his minions until only Debonair remains. Then move in with all of your groups and hammer Debonair until you smash him. This takes some time because he has so many hit points and is so strong.



Group your armies around Fort Crenel.



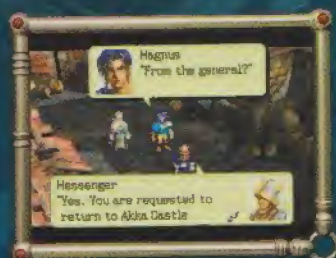
Attack Debonair's underlings until he stands alone, then move in all your groups and crush him.

L Once you defeat him, Debonair confronts you. He's retreating to Zenobia, and he's taking the Revolutionary Army with him. The refugees are fleeing Palatinus. You pursue them, only to find the others who helped Qad escape. They challenge you to do the right thing and help the rebels against the terrible rule of the nobles. They also tell you that the strife in the kingdom comes from the neighboring kingdom of Lodiis. It's food for thought as you begin your next mission.



It's all been another diversion!

Mission 4: The Revolutionary Army



A messenger arrives with important news for you.



Use the map to head back to Akka Castle.

A A messenger arrives for you as you are talking with Hugo. He's carrying news from General Godeslas. You've been called back to Akka Castle for further orders. Head there on the map next.

B Back in the castle, you find Godeslas talking with Rhade. Godeslas tells you that the rebels are planning to retake Volmus Mine and the surrounding areas. More importantly, the leader of the rebels is heading there as well. The plan is to join with the Central Division, assault the mines, capture Raskin, and end the revolution all at once. Because of your recent performance, you are put in charge of this operation. It's an important job, but Rhade tells you all you need to do is create a diversion for the Central Division. Head back to Volmus Mine on the map to prepare for the next mission.



It's a big plan, but you'll only be a diversionary force.

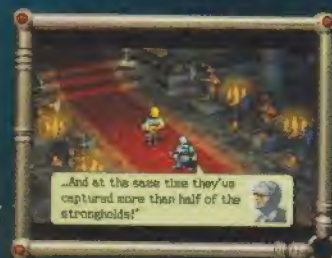
Oreganathle 64

Person of Lordly Caliber

C Before the mission starts, Ariosh runs in to Godeslas' hall and brings bad news. The Revolutionary Army has attacked in force and captured more than half the strongholds in the area. Traitors in the Southern Division made it easy for them to take over. Now the entire situation has fallen on you. Your new task is to complete the operation by yourself!



Head to Volmus Mine to clear it of rebels again.



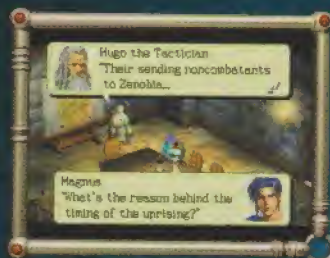
...And at the same time they've captured more than half of the strongholds!



...!! The Blue Knight! How could I have missed them?

Before the mission starts, your orders change. You're on your own for this one.

D In your briefing, Hugo tells you that your orders are to capture Frederick Raskin, the leader of the rebellion. You'll be headquartered in Dese, and it's the only stronghold you start with. The enemy is in Fort Bulan to the northeast, but there are plenty of enemies to the south as well. This one will be tough.



The uprising was well-planned. This will be a tough mission.



Your overview map shows enemies on three sides of your starting position.

Note:

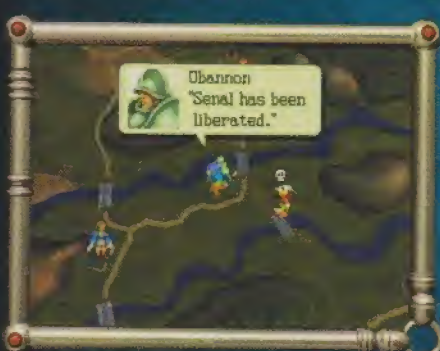
In the towns, you discover that the people are extremely angry with the nobility and believe the revolution will help them. As in the earlier mission, the witch den is in Senal and the shop is in Xeira.

E You've got enemies on three sides in this conflict, which means you must protect your headquarters carefully. Dispatch all of your groups, sending four south to Eldrett and two east toward Senal. Two more should stay

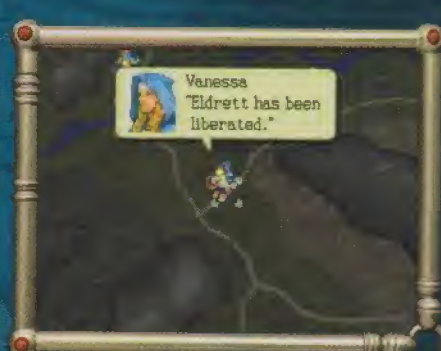
put at your headquarters. The groups going to Eldrett encounter no resistance, but plenty of enemies lurk to the south of them. Grab these two strongholds and look around the map for your next moves.



There's more resistance to the east initially, so send two of your best groups.



Grab Senal and hold it while you reclaim the south.



Use Eldrett to stage your actions to the south.

F You notice an enemy group heading down from the north. Your groups at your headquarters should be able to push them back. Keep fending them off, sending one of your groups to track them down if they keep coming back. Destroy them to keep your headquarters safe.



Protect your headquarters against this enemy unit moving down from the north.



G With your headquarters safe, you can rest easy in the north for the time being and turn your attention to the south. Move two units south from Eldrett and surround Xeira, hitting it from both sides. Capture it and rest your units. Then take both groups from here and a third from Eldrett and capture Volmus Mine. Two enemy groups await, so the battles will be a little tougher.



Surround Xeira and liberate it.



The battle around Volmus Mine is difficult, so move in force.

Mission 4

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H Once you have captured Volmus Mine and destroyed the units around it, gather your southern units back in Eldrett and move three of them east toward Ishro. Again, there are two enemy groups in the area, so expect some tough battles. With Ishro captured, send a single unit over to Berberah to claim it, giving you the entire southern portion of the map.



While three units move to claim Ishro, Berberah is taken in the north.

The units guarding Ishro are very tough and take a lot of fighting to destroy.

I With the south in your control, it's time to turn north. Move a unit back to your headquarters in Dese and send two from there north to Kaezi. From Ishro, send everyone up to Senal, and move everyone toward Suakin. With these under your control, you need only worry about the enemy headquarters in the northeast.

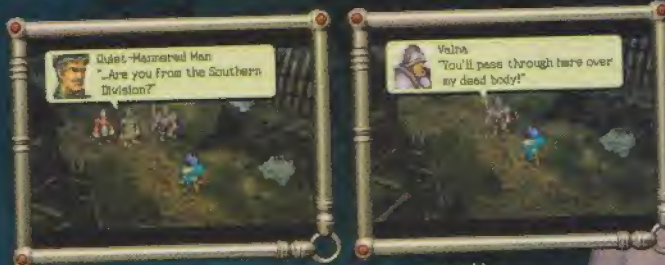


March north from your strongholds.

J Move in a few of your best units and have them rest up before the final battle. When they are ready, move in and attack the headquarters with everything you have.



Your units can camp safely here. Prepare to assault the enemy!



Raskin is here! Fight Valna to capture him.

K Frederick Raskin is there, and his phalanx Valna tells him to retreat. When the battle starts, hit Valna with everything. It may take two tries to take him down, but that's all you need to complete the battle.



Concentrate on Valna to defeat this army.



L After the battle, Raskin is captured. He asks why you are saddened—you were just doing your job. You are troubled, wondering if you have done the right thing. Godeslas and Rhade arrive then and plan to execute Raskin. He is defiant, even on the brink of his death.



Raskin tells you not to be disheartened for doing your job.



Even facing death, Raskin shows courage.

M Worse, Rhade commands you to kill Raskin! When you refuse, he accuses you of being a traitor, like your father, who was accused unjustly. Godeslas calms you down. You have a choice to make now. You can choose to kill Raskin or not. If you refuse, Rhade says you'll be demoted.



Do you have the courage to kill Frederick Raskin?

Mission 4

Ogre Battle 64

Person of Lordly Caliber

N Threatened, you tell them you will kill Raskin. Rhade throws you his sword, which you use to cut Raskin free! Dio joins you immediately, takes the sword, and guards your retreat as you flee with Raskin. You escape, but Dio is captured.



Instead of killing Raskin, you free him!

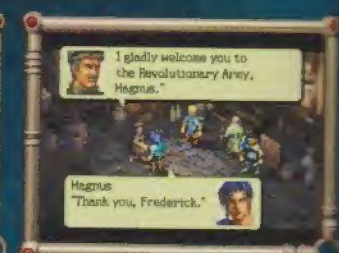


Dio covers your retreat.

O After your escape, Raskin thanks you for saving him. As you consider your action, Dio arrives, followed by Hugo and Leia. They have joined with you in rebellion against the kingdom. Unable to rejoin the Southern Division, you join the Revolutionary Army!



Your army is together again!



Frederick welcomes you into the Revolutionary Army.

Mission 5: A New Beginning

A On your map, you lose the path to Akka Castle, but gain the ability to reach Gunther Piedmont. Head there now.



Go to Gunther next.

B When you arrive, you are greeted by Raskin. He makes you a completely autonomous force, able to act on your own as you see fit. However, Raskin has a job for you. You are to liberate the mine in Gunther, then head north to Dardunnelles. He can't tell you more, but says you will understand when you arrive.



Raskin greets you when you arrive. He's got a new job for you.

C Hugo tells you not to worry about how the Revolutionary Army views you. Instead, concentrate on the mission. You will headquarter in Takua in the northwest. Gunther Mines are to the southeast, through some rugged terrain. The nearby strongholds are easy to take, but expect ambushes through the rest of the mission. Hugo suggests creating units that specialize in mountain fighting, or going the long way from the south.



The situation on the overview map looks pretty simple, but you face hardened troops this time.

Mission 5

D In addition, you must rescue someone. Asnabel Birall, called the Iron Hammer of Palatinus, could be a huge help for the Revolutionary

Army. You also discover that Hugo once fought alongside your father. He knows your father was innocent of the charges of treason brought against him.



You have another job as well. Rescuing Birall could help the rebellion.

Note: There is a witch den in Burgunny.

E Dispatch your units, sending three along each route. Send a few powerful groups in both directions. The path to Mosaka in the west is guarded by a very powerful group. In the east, the group holding Burgunny isn't as strong, but there are plenty of enemies to the south.



As soon as you move, enemy groups appear in both locations.

F A couple of those enemies from the south attack, and they're extremely powerful. You are likely to get kicked out of Burgunny, but a coordinated attack can win it back. Bring another group down

to help clear the way into the town, and try to destroy the leaders of these groups. While the groups will still be active and strong, they'll wander aimlessly, and you'll be able to snipe at them and whittle them down.



Take out the enemy group leaders to prevent the groups from acting intelligently.

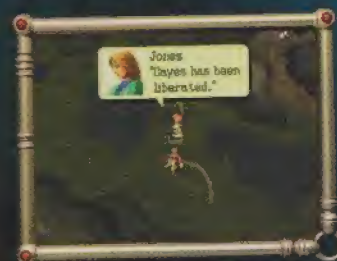


Expect the armies around Burgunny to be very strong.



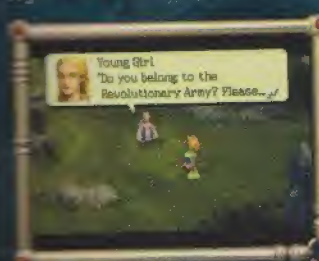
The two strongholds are captured. There's still a lot of activity in the east; destroy these groups before you attack the enemy headquarters.

G In the west, move a unit south all the way down to Cayes. This area is pretty safe, and it makes a useful staging area for your attack east and into the enemy territory.

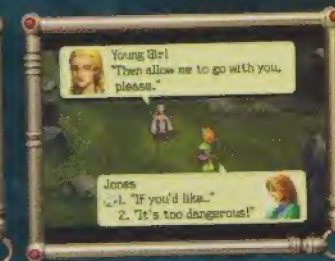


Cayes is far away from the enemy headquarters, but it's a good place to rest some units.

H When you take Cayes, you are approached by a young girl who asks you to help Asnabel Birall. You must be close to him! The girl asks to go with you as well, and you can add her to your units if you wish. She turns out to be Birall's daughter.



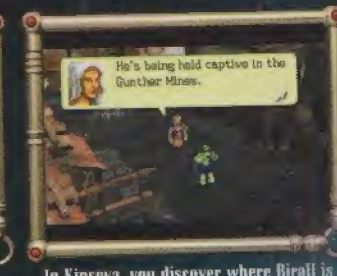
Asnabel Birall's daughter begs you to help him. A good cleric, she can help you.



I Moving back to the east, send a strong group down to Kinsey when the other enemies in the area are leaderless. The group holding Kinsey is easy to defeat, so you can claim this stronghold easily. This is a very valuable staging area for the coming battle.



Kinsey shouldn't be hard to take, but the area is still crowded with enemies.

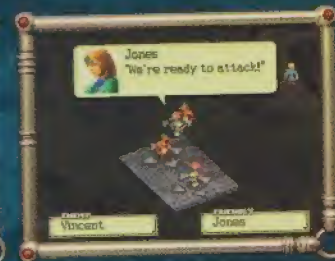


In Kinsey, you discover where Birall is being held.

J Move a couple of units east from Cayes toward Inekell. Your goal is to draw an enemy unit or two toward you and away from Gunther Mine. Try to lead the enemies all the way back to Cayes and crush them with your units there. Then go back and claim Inekell.



Approach Inekell and draw the enemies away to smash them with your units near Cayes.



K When you are ready, move in to Gunther Mine. Expect the resistance here to be incredibly difficult. The enemy group is quite powerful and attacks with everything it has. Plan on a surprise attack by an enemy group waiting to ambush you. Fight past them to reach the mine.



Surround Gunther Mine and move in your units.



Your switching to the Revolutionary Army has angered the rest of the Southern Division.



Claim Inekell when the way is clear.



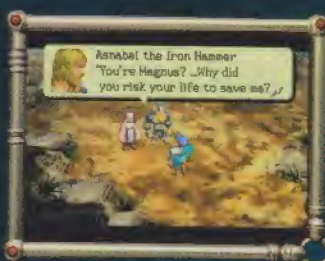
Ogre Battle 64

Person of Lordly Caliber

L With the enemy defeated, you can reunite Asnabel with his daughter. You discover that he also knows your father. Even better, he offers to join your battalion. Accept his offer, because he will be a very good leader for you.



Birall and his daughter are reunited.



Asnabel Birall is a great warrior, and he will be a powerful help on future missions.



Mission 6: The Infernal Aura

A You're going to Dardunnelles next, so use your map to take you there.



Move to Dardunnelles and get ready for a very tough fight.

B Before your mission starts, you see a knight named Sir Baldwin meet with General Godeslas. He tells Godeslas that he should expect to be punished by his superiors for the state of the Southern Division. He states that there is a way to end the revolution quickly and gives Godeslas an item that will grant him power.



This knight gives something to Godeslas to make him much more powerful.



Godeslas is willing to try anything to avoid punishment.

C At your own briefing, you are greeted by Destin the Valiant, the knight you have faced a few times in the past. He tells you that reinforcements are headed for Akka Castle. You are to liberate the area and prepare for a battle with enemy forces. Simultaneously, Destin and his forces will assault the castle itself!



You are now fighting on the same side as Destin.

D This time, you are headquartered in the town of Romella. The enemy is stationed in Fort Akkisis, to the east. A path through the mountains and a road to the north lead to the enemy. Hugo tells you that there are rumors of reinforcements in the area, which could make this mission difficult.



The only good approach to Fort Akkisis is in the north. The terrain south of the castle is difficult.

E When the mission starts, an enemy group is already approaching from the south. Before you do anything, you must stop this group. It's a tough group that may take several battles to push back, but you need to protect your headquarters.

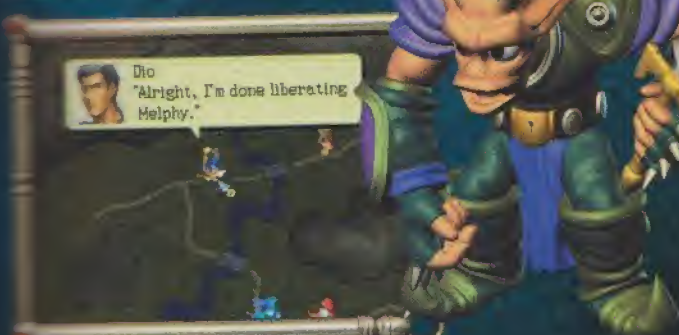


Move a few units south to block the powerful enemy group approaching you.

Note: In the strongholds, you hear rumors about monsters being used by the Southern Division. You'll also find that the people hope that the revolution will succeed.

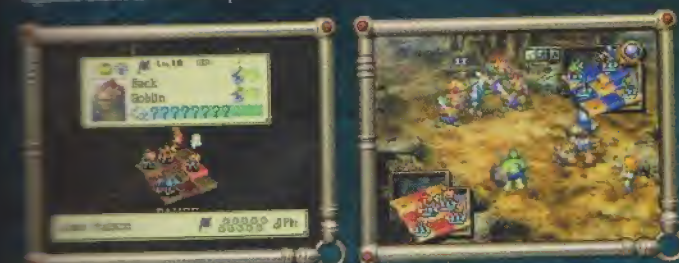
Mission 6

E Send a few groups to the north to liberate Melphy as well. This makes a good staging area for further attacks. Meanwhile, get ready to fight at your headquarters, because another enemy group is moving in from the east. Stop them if you want to continue.



Liberate Melphy in the north. Meanwhile, another enemy moves to attack.

H When the group from the south is destroyed, continue moving south to the neutral stronghold of Adigrat. Another powerful enemy group appears here, and again it consists of a lot of evil units. Move against them in force to push them away and claim the stronghold.



Deal with more goblins near Adigrat.

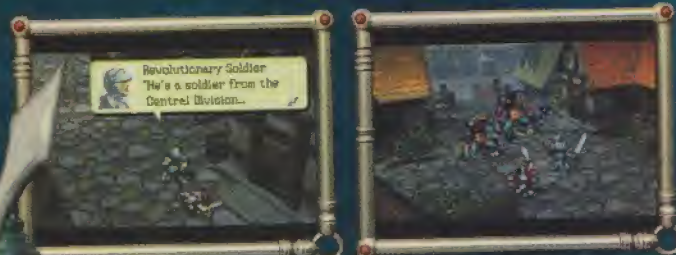
Whenever you see goblins and ogres, attack the enemy leader. You'll take damage, but it's the fastest way to destroy these enemies.



J South of this, when you've cleared away a few more enemy groups, send someone over the mountains to liberate Ramballene. It's a good place from which to assault Garu Kaio, and from there, the enemy headquarters.



Take Ramballene to put you in position to attack Garu Kaio to the north.



Something isn't right. The Central Division reinforcements have been slaughtered! Codeslas has summoned ogres and goblins!

G When you first encounter this group, you find something very disturbing. This enemy group consists of an ogre and goblins! These creatures have slain Central Division soldiers to increase their own power, and they are now coming for you. Stop them quickly by attacking their leader.



Concentrate on the leader to avoid having to fight the more powerful creatures.

I All of this takes some doing, and you also get attacked by additional groups from both the north and the middle. Keep pushing these groups back and keep your own units protected in the strongholds. By the end of the fourth day, you should have cleared the way to both Bungasue in the center and Dardunnelles in the north. Take them both, but be ready to fight for Dardunnelles. The army here is very strong.



The path to Dardunnelles is clear, and the enemies around Bungasue are leaderless.

K When you are ready, move your troops toward Garu Kaio from both the west and the south. The enemy holding this town isn't that powerful. Garu Kaio also has a witch den, so move in the units who have lost characters and revive them.



With Garu Kaio under your control, smash the enemy groups, then mass your troops against the fort.

OgreBattle 64

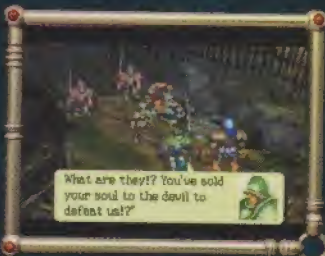
Person of Lordly Caliber

L Now move in and surround Fort Akkisís. Your old boss Ariosh is in charge here, and he's got an extremely powerful ogre with him. That makes this battle very difficult. Worse, there's no way

to attack Ariosh directly, so you must wear him down. Move in as many groups as you can to beat up his units, and when you can, eliminate Ariosh himself.



Ariosh has an incredibly powerful ogre in his group.



There's no good way to battle Ariosh. Destroy what you can and keep him moving to whittle his units down.



Ariosh moves away from the fort. You may be able to sneak a unit behind him to take it, and win without fighting.

M When the battle is over, meet up with Ariosh and ask him about the monsters fighting for the Southern Division. Destin tells you that the ogres are actually from the netherworld. Ariosh tells you that Godeslas sacrificed people to create these creatures.



What's going on? Where did these creatures come from?

Mission 7: Liberation of Alba

A It's time to return to Alba to finish business in the south of Palatinus. Head there now for your last mission in this chapter.



It's time to return to Alba and Akka Castle and finish your work here.

B The Central Division views the slaughter of the reinforcements they sent as a mutiny by the Southern Division. In fact, the Southern Division has been completely cut off from the rest of the army. Destin is dispatched to deal with the monsters, and you are left to deal with the remainder of the Southern Division.



The enemy approaches your headquarters. Act fast and fight hard to push them back.

Mission 7



C You start this mission in Allada, at the southern end of the map. The Southern Division, naturally, is in Akka Castle, and they are close—only a half

day's march to the north. There's only one route, and it's heavily defended. Hugo suggests waiting for the enemy to come to you and then fighting them off one at a time.

Note: There is a witch den in Bowende and shops in Geohel and Vertze.

D Dispatch a number of groups and wait for the onslaught. Move a few of your units just north of your headquarters to prepare for the

coming enemies. These battles will be very tough, but with all of your groups, you should be able to hold the enemy back.



As soon as the mission begins, enemy groups move to attack your headquarters. Fortunately, there are no ogres this time.



Place a few groups north of your headquarters to fend off the enemy.



While the enemy groups have a lot of hit points, you shouldn't have too much trouble fighting them off.

E All of this takes some time, and your units will be constantly fighting. Don't worry too much about this. These three groups are difficult, but you should be able to handle them. When you've cleared the way, move some units to Bowende. The group holding this town is very strong, and you need to hit it several times in rapid succession to knock it out of the stronghold.



The onslaught is over. Start moving on the enemy strongholds now.



A few enemy groups are still in the area, so hold Bowende with several of your groups.

F With Bowende under your control you can start looking for some other locations to move to. Send three or four units east to liberate Geohel in the south-east corner. You can use these troops to move north eventually, but for now, stopping the enemy from moving in this way helps keep your headquarters safe.



Send over a large force to liberate Geohel in the east.

G While those troops are on their way, send three more groups north from Bowende to capture Edepar. Any of the wandering enemies you didn't kill off end up here, so expect a pretty tough fight. Edepar is important because it not only gives you access to Naroque in the west, it also puts you in position to take Akka Castle.



Geohel is liberated, and your troops are on the march north to Edepar.



With Edepar in your hands, strike to the west or go directly for the victory.

H Move your units north from Geohel to attack Vertze. While this isn't a critical place, it's a good idea to liberate it so you aren't attacked from the east. Send a unit or two from Edepar to Naroque and liberate this stronghold as well. With these under your control and the wandering enemies destroyed, you can mass your troops against Akka Castle.



Take Vertze if you wish. It's not critical, but it doesn't hurt.

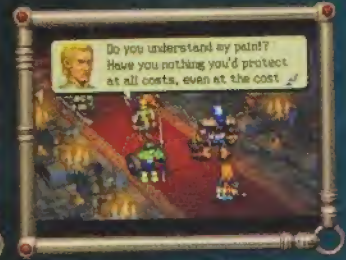


You may also wish to liberate Naroque in the west.



When you are ready, assault Akka Castle. One powerful group should be able to handle it.

I When you attack Akka Castle, you see Godeslas regretting the recent events, but only because they have reflected badly on him. Baldwin, the knight who gave Godeslas the power to summon ogres, is there as well. It appears that Baldwin isn't what he seems to be—he's an agent of the netherworld. He leaves Godeslas to his fate.



Godeslas is left to his fate, and it's not something he wants to face.

J Attack with a strong group. Godeslas falls quickly to a powerful assault, and you can attack him directly. When he falls, Akka Castle falls, and the entire southern area of Palatinus falls under your control.



A concerted attack can kill off Godeslas in a single fight.

K With your victory, the people rejoice. But you are troubled. Lodis and the kingdom now stand against you, and you still must solve the mystery of those monsters. The situation is difficult, but not hopeless. You need to fight harder.



You are still troubled, but Raskin tells you to take heart. You have done well so far.

Chapter 2: Introduction

A A few days after the liberation of the Southern Region, the king of Palatinus was ordered to crush the rebellion. The king decided to use the Eastern and Western Divisions of the army to do the job. Orders were sent, and troops began training and planning to take back Alba.



The king plans to move against Alba.

C But the bad news for the Revolutionary Army is just beginning. The new leader of the Western Division is none other than Prince Yumil. Worse, he has been approached by the dastardly Baldwin and given both a sword and a servant. Baldwin is planning something, and he's using Yumil as his pawn.



Are you destined to meet Yumil on the battlefield? Baldwin is plotting something, and none of it is good for you.

B Two months later, a new general was installed in the Western Division, and the troops marched on the Revolutionary Army. Several skirmishes have since been fought, but the real battle has yet to take place. Meanwhile, the Eastern Orthodox Church has remained silent, despite having been given the same orders.



A new general readies his troops and moves against the Revolutionary Army.

D Meanwhile, in the Revolutionary Army, the troops are getting restless. Trouble appears to be coming from all sides, but there is no plan of attack. The Eastern Region is quiet, mainly because it is under the watch of the Central Division.



While things are quiet in the east, battle will come from the west very soon.

Introduction

E A warrior named Xeev suggests liberating it and using the people who are enslaved to the west to help your quest. However, if they are freed, it will bring the wrath of both Lodis and the Western Division down on these people. Many at the table disagree with Xeev, who seems dead set on this plan. It does seem to make sense, though. Lodis will attack anyway, and if you can free these people, they may be able to help to destroy the Western Division and to fight the Holy Lodis Empire. Frederick agrees, at least in part, and sends you west.



Should you liberate the west? It might give you more troops, but it may only make for more war later.



You head west for your first mission.

F Frederick and Xeev talk later. Xeev is concerned that Frederick is too caught up in his ideals and isn't dealing with the reality of your situation.



Could there be dissension in the ranks of the Revolutionary Army?

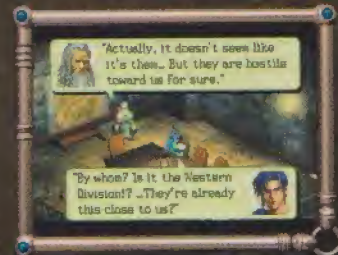
Mission 1: Idealism and Realism

A You've been sent west, so head there now on the map. On the way to Mylesia, you are stopped in Crenel Canyon.



Something prevents you from reaching your goal of Mylesia.

B Your scout was ambushed. The Crenel Canyon region has been taken over by enemies. To reach your eventual goal of Mylesia, you must fight your way back through Crenel Canyon. The enemy is unknown at this time, but Hugo tells you they don't seem like the Western Division.



The enemy is unknown, but very aggressive.



This map should look familiar. It's the same one from the first mission in the last chapter.

C As with the first mission in the last chapter, you headquarter in Baldera, and the enemy is headquartered in Fort Tuatha. Troops are on the far side of the river, but you are not expected.

Note:

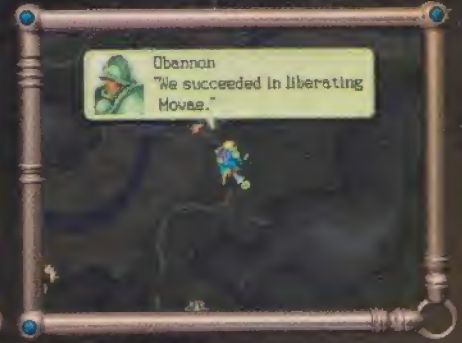
Once again, the witch den is in Boolem, and the shop is in Kiefer.

D Because the enemy won't come to you, at least initially, you must go to the enemy. Dispatch four groups toward each of the two nearest strongholds.

The armies in both places are difficult, with the toughest being in the north at Movae. Take these two strongholds, then clear out the surrounding area of wandering enemy groups. The more you can destroy early on, the easier your final assault will be.



Send out your troops from your headquarters to capture the nearby strongholds.



The liberation of Movae gives you a base of operations for the enemies to come.

E What's worse, as soon as you start to move away from Kiefer and Movae, new enemy groups appear to ambush you and reclaim these strongholds. You must crush these enemies before you move on across the bridges.



New enemies appear and assault your strongholds.

G On both sides of the map, two enemy groups move to attack as soon as one of your groups near the bridge. Push them back, attacking their leaders when possible, then use the strongholds or items to heal your troops back to fighting shape before taking the strongholds at Boolem in the west and Carnot in the northeast.



More enemies attack on both sides of the map.

E What you find at Kiefer is very disturbing. It appears that you are fighting against other soldiers in the Revolutionary Army! Perhaps Xevac no longer follows the ideals of Frederick Raskin and the rest of the army, or perhaps it is something more insidious.



Are you fighting other troops from the Revolutionary Army?

Mission 1

Ogre Battle 64

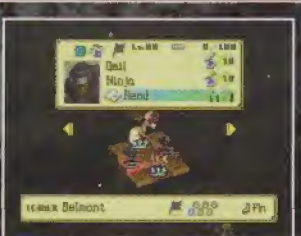
Person of Lordly Caliber

H Despite what Hugo told you, these groups will attack your strongholds. In fact, they move down in force, only to retreat when you push them back. To prevent a continuing stream of enemies, attack the leaders, then destroy the groups at your leisure. When you've killed off most of the enemies from Boolem and Carnot, move up and take these two strongholds.



Enemy groups keep attacking until you destroy them or at least kill their leaders.

Tip:



If you can't get the leader, concentrate your attacks on the weakest opponent. If you can kill off a few units, these groups will be easier to destroy when they return.

I Once you have taken Boolem and Carnot, pacify the area by destroying the enemy groups you kicked out of the strongholds. If their leaders are still around, they will return to Fort Tuatha, and you will have to face them again, so take down the leaders to help your final assault.



Capturing Boolem is good, but it's meaningless unless you clear out the other enemies.

J Move in against the fort when the coast is clear. The troops in Carnot are much closer, so you should probably use them.



Once Carnot is firmly in your control, you can move against Fort Tuatha.

K Once you reach Fort Tuatha, you discover that indeed, you have been fighting against another faction of the Revolutionary Army! As if you didn't already have enough troubles and enemies, you now have to deal with dissension in your own ranks!



Move against the fort with at least four groups.



You really are fighting your own troops! What a waste of manpower!

L Nagate is a very tough enemy. Your best chance of killing him is to use four groups. Have the first two attack the weakest enemies to help kill off a few opponents, then have the next two go directly for Nagate himself.



Kill Nagate's assistants with your first two attacks.



M When Nagate falls, he tells you that the Revolutionary Army has changed. After its victory, it wants nothing more than to keep fighting, something that Raskin doesn't want. He warns you not to trust anyone, then he expires.



Before he dies, Nagate warns you to trust no one.

Mission 1

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N After the battle, you see a short scene involving Rhade and Prince Yumil. Rhade believes the Western Division can handle you, and because you will be fighting soon, this means that you must face Yumil in combat. Rhade has brought reinforcements to aid Yumil, and they appear to be from Lodis. Ankiseth (yes, your father) doesn't want to use these troops, but Rhade insists, and accuses your father of not wanting to face you in battle.



Rhade meets with Prince Yumil to discuss the coming battle.



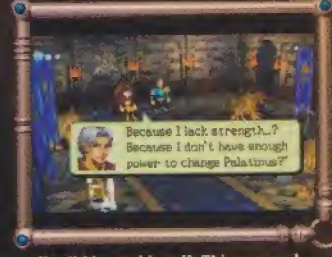
Rhade's reinforcements are from the Holy Lodis Empire!

O Yumil didn't realize that you had joined the Revolutionary Army, and is staggered by the news. In fact, he doesn't believe it. Ankiseth again declines the offer of reinforcements, and he sends them away.



Yumil discovers you have joined the Revolutionary Army.

P This is still bad news for you. Rhade is now acting on his own, and he'll also be facing you, possibly at the same time as you face Yumil and your father! And Yumil blames himself for your rebellion.



Yumil blames himself. This may make fighting him even harder.

Mission 2: Warriors of the Fallen Kingdom

A You can now reach Mylesia to complete the objectives set forth by Raskin at the start of this chapter.



The way is now clear to Mylesia.

B Hugo is waiting for you, and tells you that there is interesting news. Rhade leads the enemy troops in this scenario, and he is likely looking for pay-back for your betrayal earlier.



The map of Mylesia is the same as in the last chapter.

C You've fought on this map before. Again, you start in Castle Dunkweld, and the enemy is headquartered in Castle Burgund. There are more enemies the farther west you travel, which means this battle gets harder as you progress.

D As the mission starts, you see an enemy group approaching immediately. Another group approaches from the west. Dispatch a couple of armies to fight them back. Send a couple of groups down to the south as well, because this stronghold is not guarded.

Note:

The witch den is in Tubulk, and the shop is in Elgorea.



The flying units moving to attack are very tough.

E When you first encounter the group from the west, you see a new enemy type: the grappler. These are powerful units, so make sure your attacking groups are among your best.



Expect stiff resistance. The Western Division is out for blood.



Mission 2

Oreg Battle 64

Person of Lordly Caliber

F Once you have Idorf, a new enemy appears and flies in to attack. These units move in to attack your headquarters from the north and south, so put a few units into position to fight them back. Stay put for a couple of days until this threat is ended.



Keep hitting the enemy groups until you can neutralize them. This ends the threat to your headquarters.



New enemies fly in from the north and south.

H Once you take Lehoboth, the road between it and Phuntua is heavily guarded. Instead, send a few groups south to liberate Harraive, leaving several in Lehoboth to keep it protected. In the north, move a few groups to Elgorea, which should be unprotected and easily taken.



The road to Phuntua is blocked, but the way is clear to liberate Elgorea in the north.

G March several units to Tubulk and take it. Once you have it, march your units in Idorf on Lehoboth in the south and capture this stronghold as well. Again, reduce the enemy population wherever you can to prevent them from attacking from behind. If you take out all the flying units, you'll be in much better shape to proceed, so concentrate on those enemies.



The battles for Lehoboth and Tubulk are difficult, but you need these strongholds.



I With Elgorea in your grasp, move these units farther west and capture Taza. Taza is a useful stronghold because it is so close to Castle Burgund. Take it and rest your troops until you can move them in for the win.



With Elgorea in your control, move west to capture Taza. Expect enemy groups to react to your movements.



Tip:

Don't leave the areas behind you unguarded! Enemy groups can move from Phuntua and reclaim your strongholds if you aren't careful.



J Rhade and his army are ruthless, but there's a direct path to Rhade himself. Ignore his grapplers and attack him directly, using at least three strong groups.



Face off against Rhade to complete the mission.

Attack Rhade directly with three groups, and you should win.

K When the fight is over, Rhade escapes. You'll certainly be facing him again.



Unfortunately, Rhade escapes with his life.

Mission 3: The Steadfast

A A new location called the Highland of Soathon appears on your map. Head there now.



Move to Soathon for your next mission.

B You are worried, because you feel the Bolmaukans are in the war because of you. Hugo tells you that you are partially responsible, but that it was more the doing of the Western Division. He then challenges you to do the right thing and liberate the Bolmaukans.



Are you responsible for involving innocents in the war?
Perhaps. So now you must act to free these people.

C This is a new map, so you'll be on unfamiliar terrain. You start in Fort Celestus in the north, while the enemy is headquartered in Castle Ziggiveld to the southwest. The enemy is on its way to stop you, and it includes flying units, which are difficult to pursue. There may also be a problem with the bridges.



D Move several units to Tristle to capture the neutral stronghold to the west, and use it to hold out against the large group of grapplers moving in from the south.



You're forced to fight these enemies even though you don't want to.

Flying units and bridge problems make this a difficult scenario.

E That's not all. When you take Tristle, two more groups approach from the south. Worse, you spot a flying unit over the highlands south of the river. If you leave your headquarters unguarded, this unit will fly in to capture it.



Enemy units appear in the highlands as soon as you start moving.



Expect to be hit from both sides for the first few days.

F After a couple of days, you receive word that the enemy is moving to destroy the bridge near Jiram in the southeast. The enemy flying units move in to stop you. Because this happens so early, you may not be able to prevent the destruction of these bridges. That's not a problem, and it gives you a good safe haven in Shafferville.



The areas to the south are heavily guarded. Move quickly, or you will lose the southeastern bridge.



If the bridge is destroyed, don't worry about it. There's still a good path to the enemy castle.

G You've probably taken some serious damage at this point, so cross the river to the west and capture Cochran. The witch den is here, and you can bring your slain warriors back to life. It also makes a good place for staging the attack on the middle of the map.



If groups have lost units, move them to Cochran in the west and visit the witch den.



OgreBattle64

Person of Lordly Caliber

H Move from Cochran and Tristle to take Kapiscau at the center of the map. This is by far the best staging area for your attack on the castle in the south. Move in and rest your units before the final push south.



If the flying units are still active, send out a couple of groups to destroy them.

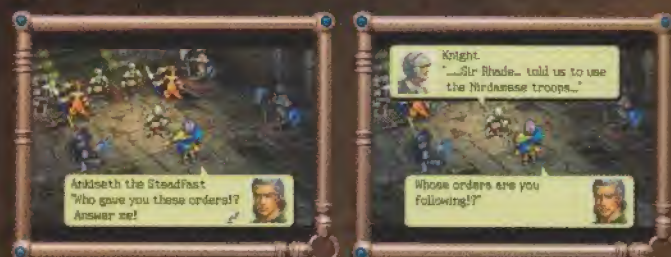
Once the fliers are dead, Kapiscau should be easy to take.

J When you finally confront Ankiseth yourself, you accuse him of becoming a pawn of Lodis. This gets ugly fast. The only way to stop Ankiseth is to destroy his minions first. If you damage him seriously, he heals himself after battle. Concentrate your attacks on the weakest foes, and hit them in rapid succession.



Whether you or one of your other groups confronts Ankiseth, he'll be ready to fight.

I When you reach Castle Ziggiveld, you find that the army is led by your father. He's upset that the grapplers have been used in combat against his orders. He actually seems to look forward to facing you in battle!



Ankiseth didn't want to use the Nirdamese troops, but Rhade's orders prevail.

K Once you have taken his assistant units down, attack Ankiseth with everything you have, moving several units against him simultaneously.



While Ankiseth is still in good shape, his army is much weaker. He'll be easier to defeat.

After many fights, Ankiseth finally succumbs.

L When the battle is over, your father tells you that you have made a number of enemies, including the Holy Lodis Empire and Prince Yumil. Fortunately, Ankiseth isn't killed in the battle, and he leaves you to contemplate your actions.



You've earned both respect and displeasure from your father.



M Hugo tells you that you now have three options. You can follow orders and free the Bolmaukans, you can attack Mount Ithaca, or you can liberate the Sable Lowlands. All three have potential benefits and pitfalls, not the least of which are disobeying your orders.

You have three choices for your next mission.

N You then see a short scene involving Prince Yumil. As he storms out of his room, his maidservant is visited by an old crone. The crone offers Mari a chance to help Prince Yumil, but it's likely this is the same sort of deal Baldwin offered to Godeslas. Something horrible happens next: The witch casts a spell, and Mari screams. Is it possible that she has become an Ogre?



If Mari is truly an Ogre, what will become of Yumil?

Mission 3

Mission 4: City of the Past



The Sable Lowlands are the site of this mission.

A If you select going to the Sable Lowlands, you reach this mission. While you don't want to fight the Nirdamese, and they probably don't want to fight you, conflict is inevitable. It's better to get it over and done with than to worry about an extra enemy left behind you. Perhaps liberation will help.



You don't want to fight the Nirdamese, but you have little choice.

B Your headquarters is in Temil in the east. The enemy is staying at the castle in Crotal, a day to the west. The enemy has requested reinforcements, but you can't find its messengers. Catching them will give you a significant advantage.



Rough terrain and few roads make this a difficult task.

C As soon as the mission starts, you start seeing enemy groups approaching from Quills in the south. You can also expect to see many groups around Kuva to the northwest and Shichidarui straight west of you. Both of these areas are heavily guarded and send many units to attack you and your headquarters throughout the mission.

Note:

The shop is in your headquarters at Temil, and the witch den is in Prilgi.



Enemy units appear immediately.



As soon as you move toward Kuva, five enemies appear!

D This will probably take you a few days. Concentrate your attacks on the leaders, because this makes these groups ineffectual. Then you can destroy them at your leisure. If you can't, hit the weakest units and destroy them so that these enemies will be easier

to fight if they return to a stronghold and heal.



Things will be hectic around your headquarters for a couple of days.

E Send a few groups south to take Quills. It's not held very tightly, and a single group can probably take it easily enough. When the way is clear to Kuva, send a couple of groups over the highlands and claim it. As usual, destroy any leaderless groups you encounter, but don't go out of your way to destroy them.



Most of the groups from Kuva are gone, making this town easy to claim.

F In the south, send a group or two west to claim Baimuk. It's very close to the enemy headquarters, and makes a nice staging area. However, it hasn't got the same level of access as a few of the other towns. Still, it's worth taking because it allows you to sneak a few troops behind the enemy castle.



Baimuk is tough for the enemy to retake, so you can hold it with a single group.



Mission 4

Ogre Battle 64

Person of Lordly Caliber

G Now comes the tough part: taking Shichidarui. The two groups guarding the front of this stronghold are very difficult, consisting of powerful spell casters and melee troops. Worse, the group actually guarding the stronghold itself is made up of wizards and sorceresses. Move in forces from both the northeast and the east and push these groups back to take Shichidarui. You need it to push farther west.



The enemies near Shichidarui are powerful. Attack in force to knock them back and take this important stronghold.



The enemy is on the run, and the center of the map is yours.

H With this stronghold in your grasp, move the units west to Prilgi. Any units you still have in the north can also head west and take over Cotoltus. Because the bulk of the enemies should be gone by now, these towns only have single units guarding them, and a couple of groups can handle them easily.



With both Prilgi and Cotoltus, you have taken everything but the enemy headquarters.

I From these two strongholds, you can march on the castle. There you encounter Liedel Klein, the only survivor of the Central Division, Order of the Red Branch. She's looking for revenge, because the others died in the Southern Region. She accuses you of using Ogres and won't admit that it was Godesl s all along! However, she says she will believe you if you can defeat her.



Liedel accuses you of being the ones who brought Ogres into battle.

J Liedel's group is quite powerful. The best way to defeat her is to kill off her sirens first. Their attacks are devastating, and eliminating these units make the job less damaging on your groups.



Concentrate on the sirens first, then take out Liedel.

Mission 4

K When you defeat her, Liedel gives you the choice of taking her with you or not. She's a powerful archer and worth having.



Should you take Liedel? She's a very good archer and can help you.

L After the battle, you encounter a young Bolmaukan who thanks you for freeing his people from slavery. You ask if there is a way you can avoid fighting other Nirdamese troops (grapplers). While that would be nice, many of the Bolmaukans are still slaves and can do nothing but fight when they are told.



Freeing the Bolmaukans was the right thing to do. They are willing to fight for their freedom.

M He also tells you of a secret entrance to the mine at Audvera. He's willing to take you there.



This is a great way to sneak into the Audvera Mines.



Mission 5: Thoughts

A Move to the Audvera Mining Facility next. If you wish, you can skip these missions, but freeing the Bolmaukans should be a priority.



To finish freeing the Nirdamese, go to Audvera Heights.

B As the mission starts, you receive news that the detachment was successful in liberating the mine. You hope this allows you to avoid fighting additional Nirdamese troops. However, the Western Division has retaken Castle Ziggiveld where you faced your father, and they immediately attacked the Southern Division. You need to act fast before they arrive.



The mine has been liberated, but Castle Ziggiveld has fallen to the enemy again.

C Audvera Mines are your headquarters in the south. Ziggiveld is in the north, a day and a half away. Enemy troops are on the march toward the mine, but they are still near the castle, so you should have time to act and take a few strongholds to block their path.



Enemies are on the march. Dispatch your troops to cut them off.

D You have a couple of days to act, so move quickly. Dispatch your groups and claim the two neutral strongholds of Seldovia and Chig Nik north of Audvera Mine. Move a number of units from Chig Nik and take Bezelle across the bridge, destroying the enemy garrison.

Note:

The witch den is in Seldovia, and there are shops in Bezelle and Barrow.



Move quickly and get the two neutral strongholds before the enemy arrives.

E Enemy groups are already on the way, including a couple from the Bezelle area. You must fight your way to this town, so attack with three or four groups. Naturally, these are tough enemies. Go for the leaders when you can, or destroy the assistant units to make them easier to destroy later. Pursue when possible, but concentrate your attacks on the approaching groups.



You're hit by enemy groups as soon as you cross the bridge. Send several groups to fight them back.

Push your way into Bezelle to liberate it and use it to strike farther north.

F When you have taken Bezelle, there will probably be a number of enemies milling around. Follow them into Naracrete and claim this stronghold as well. Move the bulk of your units to Naracrete for your push on the next two strongholds to the north.



After Bezelle, move on Naracrete.

G Naracrete's position lets you attack both to the northeast and the northwest. Barrow, in the northeast, is much closer and easier to take. Additionally, this is probably where most of the damaged groups are congregating, so it makes sense to take this stronghold next. When the campaign to take Barrow is underway, move a few units toward Puld in the northwest and liberate it as well.



Barrow is northeast of Naracrete. It's worth taking, because it gives you a good place to attack the castle from.

Also march on Puld in the northwest. There's only one enemy group here.

Mission 5

Ogre Battle 64

Person of Lordly Caliber



H As you near these strongholds, you see two enemy groups guarding the approach to Castle Ziggiveld. Both are strong, but not as difficult as you might expect. Move against them. They both move to attack you. If you have a strong group, attack the leaders when you can to disable them and allow you to strike at the castle itself.



If the leader can be hit, go for him. This clears the way to Castle Ziggiveld.



If you can't hit the leader, go for the weakest troops.

I When you take Puld, you meet with Aisha, who help rescue the Bolmaukans. However, she was separated from her group, but still wants to help. You can take her along with you if you wish.



Aisha represents a new class for you. She is a powerful priest.

J Castle Ziggiveld is held by Tuzt, a doll master with a pair of powerful golems. He'll question why you fight for the Bolmaukans when they are nothing but slaves.



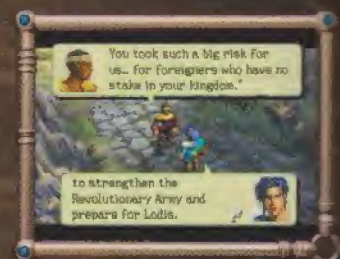
Tuzt can't believe you would risk your neck for slaves.

K The best way to fight Tuzt is to distract him and get him to turn away. If you can attack him from behind, the golems each get only a single attack and Tuzt himself is exposed and easier to kill. When he dies, he accuses you of jeopardizing the kingdom over nothing but slaves.



Tuzt dies and Castle Ziggiveld falls to you once again.

L After the battle, you meet with the young Bolmaukan again. He is worried because you took such a large risk for them with very little to gain. You level with him and tell him you rescued the Bolmaukans to gain their support, strengthen yourself, and prepare for Lodis. However, you also tell him that you freed his people because yours were treated the same way. You also tell him that the Nirdamese do not need to help in your war.



You had both official and unofficial reasons for freeing the Bolmaukans.

Mission 5 Variation: Thoughts

Mission 5

A If you choose to go directly to Audvera Heights, this is the mission you get.



If you choose, you can come to Audvera Heights after Mission 3.

B Unfortunately, your enemies have guessed your intent and are waiting for you. Still, you need to liberate the mining facility. Hopefully, there won't be any reinforcements. Unfortunately, your reinforcements have already entered battle as well.



The enemy knows what you are planning, but that doesn't change the plan.

C You are headquartered in Castle Ziggiveld, which you just liberated. The Audvera Mines are a day and a half's march to the south. The enemy defenses are unfortunately intact. Hugo warns you that a frontal attack would be needlessly costly. Patience is the key to this mission.



Using the castle you just liberated, you are going to take the mine in the south.

Prima's Official Strategy Guide

D Dispatch your groups and send a few out to scout the territory. Check out Barrow to the southeast and Puld to the southwest. Both are guarded, and enemies are already on the road from Puld.



Enemies approach in force immediately. Dispatch a few groups and knock them back.

Note:

The witch den is in Seldovia, and there are shops in Bezelle and Barrow.

E Worse, three more units are moving up from south of Puld. The onslaught is going to be difficult. The best way to handle this is to send out a couple of groups at a time to skirmish with the attackers and weaken them. Then retreat to your headquarters to protect it. You should be able to knock back a couple of these groups before they hit your headquarters.



More groups move up from the south. Push them back and harry them to protect your headquarters.

F The enemy groups keep coming until you hit them hard enough to make them retreat or kill their leader. Those that do retreat pull back to a stronghold and heal before returning to your headquarters. Attack them in force and, when possible, destroy the leaders.



When the pressure is off your headquarters, move southwest and liberate Puld.

G When you can, liberate Puld and Barrow. These offer additional targets for the enemy and take some of the pressure off your headquarters. As in the other version of this mission, when you reach Puld, you meet Aisha and can add her to your battalion.



Aisha wishes to join your battalion. She is a powerful priest.

H Chasing a few enemy groups down will probably take you to Naracrete, which is where the enemies stage for battle. If it seems safe, take it. The two units to the south don't attack you until you move toward them.



Taking Naracrete eliminates the area where the enemy units rest between attacks.

I Outflank the enemy by sending a unit or two straight south from Puld and making a run on Bezelle in the east, just northeast of the bridge. They may be so concerned with your occupation of Naracrete that you can slip some units behind them and cut them off.



With enemy groups concentrating on your garrison at Naracrete, you may be able to capture Bezelle from the west.

J Continue to attack any active units in the area. Take potshots at the leaderless groups.

experience if we wish, but concentrate on taking the bulk of your forces down to Bezelle.



Bring your forces to Bezelle before moving them south across the bridge.

K Now comes the tough part. Send your groups across the bridge and liberate Chig Nik. The enemy group here contains a priest, which means you'll have to deal with healing. It also holds four grapplers, which means pain. Hit this group hard and fast to push them out. Before you move on the mine, take Seldovia as well, because the witch den is there.



Send a large force to liberate Chig Nik and Seldovia.



This is a tough fight because of the priest. Weaken everything, then go for a kill when the time is ripe.

Mission 5

Ogre Battle 64

Person of Lordly Caliber

L Move in force on the mine. Take every group that is healed up and attack one after the other. Slip a few groups to the far side of the mine and try to hit Tuzt from the back.



With everything in your control, move in force on the mine.

M When you first encounter him, Tuzt questions why you are bothering to fight for the Bolmaukans. Why risk your neck to save a few slaves?



Tuzt wonders why you risk your life for slaves.

N Tuzt's golems are incredibly tough, and you must fight your way through them to get to Tuzt himself. Of course, if you can slip a unit behind him and attack from the back, do so. Any damage you can do to him is good. If you target the leader, your archers will hit him, and this can take him down quickly.



Use units with ranged attacks to attack Tuzt directly.

O Tuzt dies, unable to believe that you have acted simply to help some slaves achieve freedom.

After the battle, you meet with a young Bolmaukan who thanks you for your help. You tell him that you rescued him, officially, to gain the support of the Nirdamese. Unofficially, you saved his people because yours were treated the same way. He tells you that the people have their hopes placed on you.



P After this mission, you can travel to the Sable Lowlands (Mission 4), or you can go to Mount Ithaca.

The Bolmaukans are happy to be free, but they wonder what their freedom has cost.

Mission 6: Uncertainty

A It's time to take on Mount Ithaca. Head there on the map now.



It's time to take on Mount Ithaca and move closer to a showdown with the Western Division.

B Hugo tells you that the Western Division will be coming soon. A few more battles will put you within range of them, and a confrontation with Prince Yumil. Perhaps the Western Division can be talked into not fighting with you, because they appear unwilling to attack.



The Western Division is close. You'll face them soon.

C Just then, a messenger from the Western Division arrives and asks for an audience. Hugo suggests you see the messenger, and you agree.



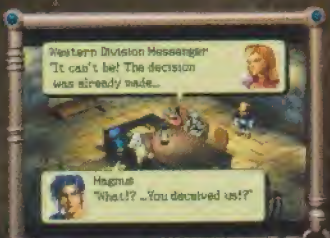
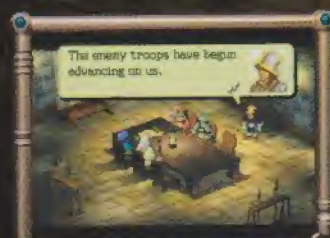
A messenger from Yumil? Perhaps you won't have to fight him.

D It's good news. Yumil wants the war to end, and accepts that the Revolutionary Army is justified. Better, he wants peace between your two armies. The Western Division is in negotiation with the Central Division, and they have also decided to stop using the Nirdamese troops. However, the Nirdamese slaves will not be freed.



Yumil wants to avoid battle. It's not perfect, but it's a start.

E Unfortunately, a messenger arrives from your own troops and tells you the enemy is marching on you now. Worse, most of the troops are Bolmaukans! This can only be the work of Rhade!



The Western Division! Was Yumil lying, or is this Rhade's work?

F For this mission, you start in Cybillgin, and the enemy will headquarter in Fort Gullsvinter in the northeast. Enemies are gathering across the river and setting a trap for you. Once again, there are rumors that the bridge may be about to be destroyed. Rhade wants revenge for his defeat at Castle Burgund and may try anything.



Two bridges lead to the castle. One is rumored to be trapped.

G The enemy has a few strongholds in your immediate vicinity. Dispatch your groups, sending several east to claim Nakina. The stronghold itself is unguarded, but a few enemy units are nearby. These same groups of yours can also follow the road north and claim Lapidz near the bridge. It's also unguarded.



Enemies appear as soon as you move.

H Send several units up the north road to Bella Cula as well. Only one enemy group holds this town, which offers a back route to the castle. Enemies will approach from this location soon enough, and it makes sense to head them off.



Enemies also approach from the north. Head them off with your troops.

Note:

The witch den is in Cybillgin, your headquarters. The shop is in your stronghold of Ectovitch.

I One of the groups moving in from the east consists of five Nirdamese grapplers. You tell them that you have freed their people and there is no reason to fight. However, their king and nobility are still held captive. If they do not fight, their king will be in danger.



It would be nice if these guys would avoid fighting you, but they have no choice.

J There are threats everywhere at the start of this, so a lot of your initial moves are blocked. Just keep fighting and attacking, moving out to the enemy strongholds when you can. It takes several days before much of the area is cleared up and you can actually start capturing strongholds, although you may get Bella Cula easily. When the enemy troops start dying off, move on those strongholds.



While one group pursues the enemy, another liberates Bella Cula.



Liberating Nakina takes a little longer because of the enemy attacks.

K As soon as you can, move up and take Lapidz, south of the bridge. Move several of your units here and prepare to cross to the other side. In the west, send troops from Bella Cula across the bridge to capture Ketican in the far north. Ketican gives you a back entrance to the castle, which will be useful when assaulting it.



It doesn't seem too difficult across the bridge.

L Once you cross the bridge at Lapidz, prepare yourself for terror. A number of new enemy groups appear, and you find Lapidz being attacked by four or five powerful enemies. Sit tight and fight them back. If you can hold Lapidz, you can hold the bridge, and this is the best way to get your armies to the castle. Stay put, venturing out to pursue only when you have put all of the enemies to flight.

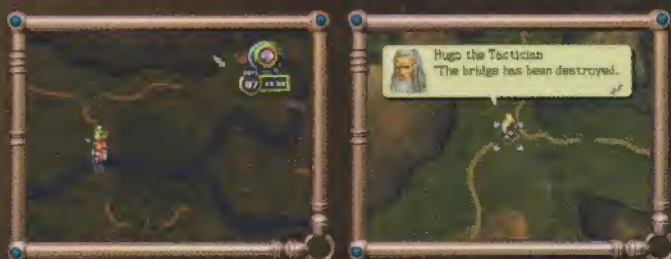


Ambush! Hold off these units at Lapidz or head them off at the bridge.

Ogre Battle 64

Person of Lordly Caliber

M In the north, as soon as you capture Ketican, the bridge is destroyed. Any units you have here must either stay put or walk all the way back around the map to reach the castle. Because of this, hold tight and avoid claiming this town until you have moved units across.



Units move up to capture Ketican. When they take it, the bridge is destroyed.

N In the east, cross the bridge again and take Lachook. Make sure you enter this stronghold, because you see a potential preview of your next mission. You learn that there are only two ways up to Castle Talpaea, both difficult.



Lachook is yours. There should be few enemies to stop you now.

In Lachook, this woman gives you information about Castle Talpaea.

O When you have Lachook, move a unit over to claim Tilorro in the west. Tilorro is closer to the enemy headquarters than Lachook, so use it as a staging area. Move your units in and prepare to attack.



Tilorro makes a good place to wait while you assault the castle.

P However, before you can move on Rhade, you must face the group guarding the castle. This is a tough group consisting of a doll master with two golems. If you can't attack the doll master directly, fight through his minions first. Hit him with everything you have in the area, then retreat to Tilorro to heal.



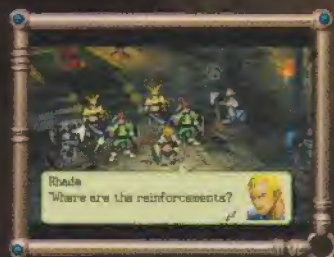
Attack this unit from behind or with missile troops if you can.

Q Rhade is extremely difficult. His group is set up so that he gets healed almost constantly. Worse, he's holding several heal leaves, so even if you get him close to death, he just heals up again. The best way around this is to surround the castle and hit him from all sides. Any time the paladins aren't in the back row, Rhade won't be able to heal.



Move in from the back to prevent Rhade's paladins from healing him.

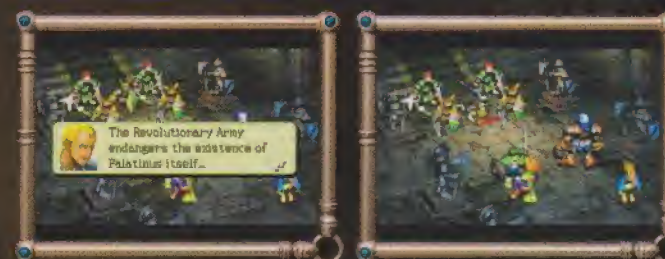
R When you reach him, you find Rhade upset at his lack of reinforcements. He is even more angry when he learns that the Western Division never sent reinforcements. Worse for him, Baldwin has withdrawn, leaving Rhade alone. He blames you and your army for destroying his life.



No reinforcements for Rhade means he's on his own against you.



Rhade blames his evil ways on you.



Rhade finally dies, and plagues you no longer.

S When you finally knock Rhade down, he accuses you of endangering the very existence of Palatinus. And this time, Rhade dies.



Mission 6

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T After the battle, you meet with a pair of Nirdamese warriors who thank you for freeing them. You offer them a position in your battalion, but they decline. Instead, they are going to march west and free their fellow Bolnaukans. Hopefully, this means the end of facing grapplers.



The Nirdamese are grateful for your help, but they have their own war to fight.

V And the bad news is still not over. Destin has been ordered to use Nirdamese troops in battle. And because of that order, Destin has left the Revolutionary Army. On a positive note, Saradin wishes to join your battalion, and you can accept him if you wish.



Destin has left the Revolutionary Army because he refuses to use Nirdamese troops.

Saradin is a powerful warlock, and worth taking with you.

U Next you meet with Hugo, Destin, and Saradin. He is preparing for the invasion from Lodi. While Lodi has not attacked yet, it appears it soon will. You also receive bad news from Saradin. Your own headquarters will accept nothing less than the total surrender of the Western Division; something Yumil will never agree to. It seems you must march against the Western Division, even with the threat of Lodi hanging over you.



Are they crazy? It looks as if you are forced to fight Yumil after all.

W You may now fight either in the Azure Plains or Mount Keryoleth. Both lead up to Castle Talpaea.

Mission 7: Visitors from the West

A You've chosen this mission if you decided to attack the Azure Plains.



Head to the Azure Plains to approach Castle Talpaea.

B You will headquarter in Romella in the east on this mission, while the enemy is stationed in Fort Noistrien, a day's march away. Capturing the fort secures the road to Castle Talpaea. Many air units are on the way. Hugo hints that this might be a trap.



It's a small map this time, but that doesn't mean there won't be a lot of fighting.

C This is a very long and difficult onslaught. As soon as the mission starts, four flying units attack from over the river to the west. A unit from the north and another from the southwest road also approach. Dispatch all your groups as soon as the mission starts to prepare.

Note:

The shop is in your headquarters of Romella, and the witch den is in Kegu.



The enemy attacks your headquarters immediately.

D Send a few groups out to block their progress. Any group you can turn back, even temporarily, helps ease the burden on your headquarters. Hit the leaders, but keep in mind that most of these groups carry heal leaves to use after battles. Either hit hard or weaken the leaders with one group and kill him with the second.



The group from the west is from Lodi. You've truly upset the Empire now!



Things are hectic at first. Send out forays to weaken the enemies before they hit your headquarters.

Ogre Battle 64

Person of Lordly Caliber

E When the smoke clears, you'll probably be well into the third or fourth day of battle. The good news is that you've handled the bulk of the enemies. The rest, including any groups you've pushed back that still have leaders, are holed up in the strongholds. Start taking these by grabbing Drumheller in the south.



The enemies have been routed. Take Drumheller when you can.

G Now you have a real problem. The unit guarding Kegū, which lies between Frettelli and the castle, contains two priests! The only way to defeat this group is to attack it from behind, where the priests can only cast one heal spell each and can be attacked directly.



Two priests in one group! This is going to be ugly!



F Check around Frettelli to the north and Dauphin to the west. Most of the enemies you have pushed back congregate around one of these towns. Take a large force to the one with the most enemies and push them back. Some of these groups should be leaderless, so you won't have much trouble. Take a couple of groups to the other town and liberate it as well. You can send the unit that captured Drumheller to Dauphin, too.



Lots of leaderless groups are near Frettelli. The force you send there must be very strong.



With the wandering enemies gone, go on the offensive and attack the strongholds.



Dauphin makes a good place to rest before moving west.

H Your other option is to take the two towns in the southwest. Send your units from Dauphin and claim them both. It's rough terrain, so you may want to rest before you attack.



Push west for the two towns here.

Mission 7

I When you liberate Coppermine in the southwest, you encounter Sheen, a hawkman. He came from Lodis, but he left because he didn't like the people there. He is looking for peace. When you tell him that he will have peace only when the war is over, he volunteers to fight for you. He's a worthy addition to your battalion.

Tip:

Encounter Sheen with a female character, and you'll be rewarded with some very funny comments from the hawkman.



Sheen is ready to fight for peace.

J Robert is happy to see you when you arrive at the castle, because he would like to be the one that stops the rebellion in Palatinus. His group is tough, but not the toughest you have faced. Move in and strike at his minions, knowing that he can heal himself and his troops several times.



Robert is tough, but you've faced worse.

K You have a bigger problem if you didn't kill the unit with two priests in it. As soon as you start marching on the castle, this unit makes a run for your headquarters! The best way to stop it is to use a unit with a pair of witches to stop the priests. Use quit gates to send your troops back to headquarters to prevent this unit from taking over.



Make sure the units in your headquarters are well-rested and healed before this group attacks.

L When you finally slay Robert, he tells you that the main force is on its way. That's not what you want to hear, but at least this battle is over.



Robert dies, but not before cursing you.

M After the fight, you encounter your father out in the woods. He asks you to withdraw your troops to avoid further bloodshed. You tell him that you can avoid this battle, but that if you do, nothing will change. He warns you that your methods are just a temporary solution to the problem. He also tells you that Yumil is looking to reform the kingdom.



The meeting with your father is a painful one, especially because you will march on him soon.

N Before he leaves, you ask him why he accepted being branded as a murderer. He drops a bombshell on you: The assassin he killed had orders to kill Prince Yumil, and the orders were from Yumil's father, King Procus!



Could this be the truth? Did Procus try to have Yumil killed?

O It's time to attack Wentinus and Castle Talpaea.



Mission 8: A Legendary Land

A If you decided to attack via Mount Keryoleth, you take on this mission.



The battle through Mount Keryoleth is much tougher than the one in the Azure Plains.

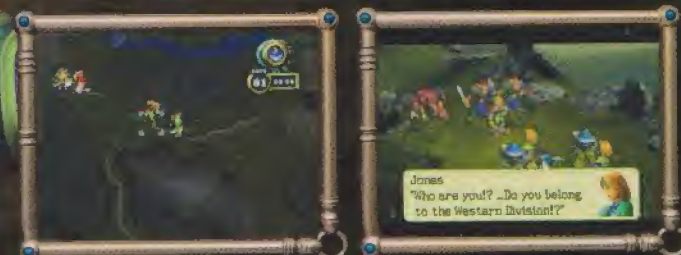
B Hugo jumps right into the mission briefing when you arrive. You are headquartered in Mursunny in the west this time, with the enemy stationed in the ruins of Keryoleth, a full two-day's march to the northeast. Securing these ruins gives you a road to Castle Talpaea. Scouts report a large enemy force on the road to the town of Mingan, but they don't appear to be regular troops. Hugo suggests avoiding the roads.



There's a lot of territory to cover this time, and it's crawling with enemies.

Note: The shop is in your headquarters at Mursunny and the witch den is in Gypsenville.

C Regardless of what Hugo has told you, you need to spend some time on the roads, at least initially. March three groups toward Natashkan, to your immediate southeast. An enemy group appears, and it's bad news. This enemy is using goblin troops!



Enemy groups approach from Natashkan immediately.

Bad news! You're fighting goblins and ogres again!

Mission 8

OgreBattle 64

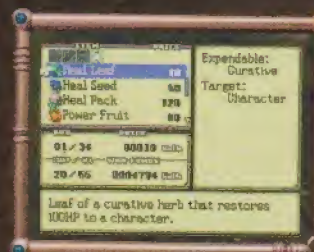
Person of Lordly Caliber

D Attack the approaching group with as much as you can to knock them back. Following close on their heels is another enemy group containing an ogre and a black dragon, so things are not going to get any easier for you.



These groups are headed for your headquarters. Block them if you can, or at least weaken them.

E Groups also approach from the north across the bridge. You need to keep most of your groups in the headquarters for now to block them. Remember that the shop is in your headquarters, so you can replenish any used supplies quickly and easily.



The shop is in your headquarters. This is good, because you'll be going through a lot of healing supplies.



Your headquarters remain under constant attack for a few days. Hit hard, and aim for leaders to send these groups packing.

F Pushing these armies back is only a temporary solution, though. Attack them in force and destroy them, using your headquarters between battles to heal your troops. Five groups attack initially, and you're hard-pressed for several days to keep your troops alive and healthy. When you can, make another push for Natashkan and claim it.



With several of the enemies destroyed or made ineffective, move out and grab Natashkan.

G As you move east from Natashkan to pursue fleeing enemies, you see that Hugo's report was correct. The road around Mingan is heavily guarded with four enemy groups. Move in force to Natashkan to prepare for the coming battles.



The road to Mingan is impassable thanks to four strong enemy groups.

H While you are taking Natashkan, send a group over the bridge to the north and capture Dolbo. The enemy that guards this stronghold has already attacked your headquarters and been pushed back, so you should have no trouble taking it. Reinforce the position when you can spare the groups around your headquarters, because you can use Dolbo to push east toward the ruins.



Dolbo is unguarded and gives you a good route to the ruins.

I Because the road around Mingan is so heavily guarded, you can do several things now. First, send a group or two around and liberate all of the towns in the southeast. They are held lightly, if at all.



Take the two towns in the southeast.

J You can also move carefully along the road to Mingan with a single group at a time, trying to coax the enemies into fighting. Marching in force does nothing but get your groups brutalized on the way. Luring the enemy down one at a time gives you a chance to kill off a few of the leader's minions before you make your push to the town.



Coax the enemy units down one at a time so you aren't overwhelmed.

K Your other possibility, and the easiest way to make it to the ruins, is to move from the northwest, avoiding Mingan entirely. Capture Gypsyville, then head over the bridge and directly into the ruins.



Head over to Gypsyville for a direct line on Keryoleth.

Tip: Going through Gypsyville is the easiest way to complete the scenario. If you want to give your units more experience, attack through Mingan.

Mission 8

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These enemies have been weakened, but the battles that lie ahead are still far from easy.

L If you sneak a unit east and capture Balera, you trigger the groups guarding Mingan to attack. If you have already weakened these groups, they shouldn't be a problem, but it is a difficult wave of attackers nonetheless.



Mingan is yours. Not much stands between you and victory.

M When this massive attack is over, you will need to rest your troops for a day. That's fine. Next, move out and grab Mingan. A number of leaderless groups are probably milling around. Ignore them if you wish, or strike at them for the additional experience.

N In the north, the group guarding Gypsenville is very difficult and possesses a number of heal leaves. Don't be afraid to retreat back to Dolbo between battles. It will probably take several attacks to dislodge this group and capture this town. It's an important town to get, even if you go through Mingan, because the witch den is there.

Now comes the final push to the ruins. Regardless of which direction you attack from, move your troops up and get the attention of the two groups guarding the ruins. One contains a pair of golems and will be very difficult. The other is strong, but contains no magical or deadly troops.



While the rightmost of the guards around Keryoleth is tough, there's nothing truly deadly here.



The way is now clear to attack the ruins.



Giolse, who is in the ruins waiting for you, is an extremely difficult foe. Not only is he an archmage, but his group contains a pair of goblins and a powerful ogre. The good news is that he always faces your headquarters, so you can slip a few units behind him and attack from the back. This reduces the number of his attacks as well as the strength of his magic.



Giolse is too powerful for a frontal attack.



Move around behind Giolse and attack from behind the ruins.

P Hitting Giolse from the back should allow you to kill him with a single attack. He dies telling you that the day of reckoning is near. For now, however, you have a path directly to Castle Talpaea.



One strong attack should do it.



Keryoleth is now in your hands, and you can march on the Western Division.

Q After the battle, you meet with your father, just as you do if you attack through the Azure Plains. The conversation here is the same—he asks you to withdraw, but you refuse, because nothing will change even if you do. Again, he tells you that Yumil wants to reform the kingdom, and that the murder he was accused of was in defense of Prince Yumil against an assassin sent by King Procus.



You hear some disturbing news from your father.



Mission 8

Mission 9, First Option: The Grim Path

A Head to Wentinus on the map. It's time for the showdown with the Western Division.



The showdown with the Western Division is finally here.

B Dió and Leia can't believe you are going to attack your father and Prince Yumil. You tell them the peace accord was rejected, and the decision has been made to fight. You can choose to make peace or to follow your orders.



You play this mission if you choose to follow your orders.

C If you choose to follow orders, this is the mission you undertake. You will fight, but you hope to avoid killing either your father or Yumil.

For this mission, you headquarter in Salem, in the southwest. Castle Talpaea lies a day north of Salem. A huge enemy force is already on the way. This is problem enough, but other units are on their way as well, and if they join in, you'll have a very tough fight. Hugo suggests eliminating the elite troops first.



Elite troops are on the march, and you've got a lot of ground to cover.

D Dispatch your groups. Hugo has recommended that, initially, you should not worry about the troops already here. That's good advice. The elite troops are on their way. Send a couple of groups north to Reliance, which is very close to your headquarters.

Note:

The witch den is in Cartwright and the shop is in Timmins.



Enemies appear immediately, and more are coming.

E Soon after you start moving, you see enemy troops on their way. Three are marching toward you, and they're up to no good. Worse, a unit is coming from the southeast toward your headquarters as well.



Your first encounter with troops from Lodis is not a pleasant one.



The elite troops are marching in a legion formation. This allows the main group to support the units that fight under it.

F This is difficult, but it can be done. Send out units to block the approach of the elite units and attack their leaders. You will likely lose these skirmishes, but if you can weaken the groups, that shouldn't be a problem.



The legion approaches, but it has been weakened by your skirmishes.

Tip: Quit gates will come in extremely handy here. When you lose a battle, use a quit gate to send that unit back to headquarters. Then, heal the unit, equip it with a new quit gate, and redispach it to fight again.



The main legion unit is tough, but a strong defense can block its path.

G When the initial onslaught is over, move units up to take Reliance in earnest. Any of the elite units who still have leaders will be sheltering here, so take a large and powerful force.



While several of the enemies are leaderless, there's still a lot of fighting to be done.



H Once you have Reliance firmly in your control, take a quick breath. You still have a lot of work ahead of you. Send two units southeast and liberate Ellode. While there's nothing of importance there, it's a good idea to eliminate any enemies on your flanks.



Reliance is yours. The enemies in the area should be leaderless, ineffective, or retreating.

Send groups to Ellode, east of the headquarters. It's not necessary, but it's a good idea.

L Move your groups up from Ellode and attack Silhouette. The group here is difficult. It contains a whopping three priests! However, there is nothing in this group that can really harm you, so attack in earnest. They annoy you for a long time, but they block the way to the east.



March from Ellode to Silhouette.

Three priests! This is a tough group to get rid of, but they can't do much but annoy you.

J From Reliance, move north to Yves Guibiques and liberate this town. Two strongholds lie near this one as well. Stay put for the moment.

When you have finally taken care of the group with three priests, move east from Silhouette and grab Parmel. It's unguarded, so you may as well, especially because it offers excellent access to Cartwright up the road.



Parmel in the east is worth getting, if only to have another place to heal up.

K Around the seventh day of battle, you spot another group of elite troops moving in from the northwest. Your units in Yves Guibiques are in the perfect position to intercept them and whittle them down a bit before they approach your headquarters. The two subordinate groups are incredibly tough and will test you severely.



You thought you were done with the legions? Another strong one is on the march toward Yves Guibiques.

L One trick is to eliminate the leader of the main unit. He or she will be flanked only by soldiers, and a couple of solid attacks should do it. This releases the other two units and makes them a little easier to take care of.



The lead legion unit is gone, weakening the subordinate units.

M Those subsidiary units will probably survive your pushing them back. Once they retreat, move from Yves Guibiques and capture Hopedale, which lies to the southeast. This prevents these units from using it to rest and heal.



Get Hopedale to prevent the remaining legion groups from healing there.

N At the same time, send the units you have in Parmel up to Cartwright and liberate this stronghold. This gives you all of the main access points to the northeastern portion of the map where the castle sits. From Cartwright, send a unit to the northeast to take Badin, the neutral stronghold.



March from Parmel to Cartwright, and from Cartwright to Badin.



Mission 9

Ogre Battle 64

Person of Lordly Caliber

O Only three places remain to liberate. Cross the bridge from Yves Guibiques and attack Igglurick first. You'll stage your attacks on Castle Talpaea from here.



Igglurick lies just across the bridge.

P Move up from the south and from Badin and take Timmins in the northeast. It's guarded lightly, if at all, and it contains your shop. You may need to restock quit gates and heal packs.



If you need to buy supplies, take Timmins in the northeast.

Q Now attack the castle. When you first arrive, you find Prince Yumil sitting on his throne. The Western Division is defeated, and you beg for Yumil's surrender. Yumil, naturally, wants to know why the peace accord was not accepted. You try to explain, but Ankiseth steps forward and takes command.



March in force on the last remaining stronghold of the Western Division.



Yumil wants to avoid this fight as much as you do.



Ankiseth takes command of the last few enemy troops.

R Once again, Ankiseth is very tough. His army is powerful and focused, and any unit that attacks him will need a heal pack after the battle. Worse, Ankiseth is equipped with multiple heal leaves and can repair serious damage.



Start by attacking the troops surrounding Ankiseth.



When you have an opening, or Ankiseth is weakened, go for the kill.

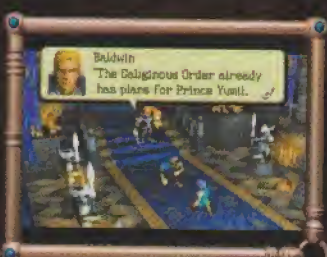
S When the battle is over, you run to your wounded father and are confronted by Prince Yumil. Ankiseth tells you to take Yumil to the Revolutionary Army. Yumil can help you change the army into something more valuable than what it is now—just people fighting for the sake of fighting. He tells you this is more than just a class struggle, but a battle between right and wrong.



Ankiseth asks you to take Yumil to the Revolutionary Army.

T Ankiseth proves his words by taking all of the remaining troops from the Western Division and joining them with the Revolutionary Army.

But Baldwin will not allow that. He treacherously stabs Ankiseth from behind! Worse, he knocks Yumil out and carries him off, saying that the Caliginous Order has plans for him. He then vanishes in thin air.



The treacherous Baldwin stabs your father in the back and runs off with Yumil.

U Your father is dying. He regrets not being around for you when you were a child. His last request is that you help Yumil now. And with that, Ankiseth the Steadfast dies.



Ankiseth is dying, thanks to Baldwin's treachery.

Mission 8

Mission 9. Second Option: The Grim Path



Do you have the heart to face Prince Yumil and your father in combat?

A March on Wentinus now. It's time for the final showdown with the Western Division.



You've opted to avoid battle. This has significant consequences for you and your father.

B Initially, this version of the final mission starts out the same as the other option. Dio and Leia question the reason for attacking the Western Division when both sides wish to avoid combat. However, if you choose not to follow orders and work out an agreement with the Western Division, the mission itself will be different.

C You meet with your father to work out the details of the peace. It puts both of you in difficult positions, because you have both defied orders now. Dio bursts in and tells you that Prince Yumil has been arrested for treason. Even worse, he wasn't arrested by the Central Division, but by Lodis! They demand the appearance of Ankiseth.



A meeting is arranged to discuss the possibility of peace.



Peace talks are broken off as Dio informs you of the prince's arrest.

D The peace cannot happen without Yumil. You and your father agree to rescue Yumil so that the peace can be completed.



You agree to rescue Prince Yumil together.

E As with the other variation of this mission, you are headquartered in Salem, and the enemy is in Castle Talpaea. However, this time, you not only have Ankiseth with you, you also have the stronghold of Silhouette already in your control. Hugo suggests that Ankiseth march from Silhouette while you and your troops provide a distraction. Enemy forces are on the move already, so you need to work quickly.



The map is the same as the other mission variation, but this time, you start with the town of Silhouette.

F When the mission starts, Ankiseth starts marching immediately. If you are going to provide a distraction for him, you need to move quickly. Dispatch your groups and send a strong force north to block the path of the incoming enemy legion.

Note:

The witch den is in Cartwright, and the shop is in Timmins.



Ankiseth starts marching immediately. You need to support him by engaging as many enemy groups as you can.

G If possible, you want the initial contact with the enemy legion to occur in Reliance, not your headquarters. Weaken them if you can by stripping away a leader or a few subordinate units so that the attack on your headquarters is not as severe.



A few strong attacks, and Reliance should be yours. Use it to blunt the attack of the incoming legion.



Things get hectic around Reliance quickly.



Mission 9

Oreg Battle 64

Person of Lordly Caliber

H While these attacks are occurring, you notice that Ankiseth is being pursued by a group from Ellode. Send some units to this stronghold to capture it, then move them to Silhouette. Ankiseth may need some help from your units.



Ankiseth is pursued by the enemy. Get units to help him as soon as you can.

I Ankiseth enters combat, and he's very strong. His troops recognize him, of course. They may be a little leery of fighting their former commander, but it won't stop them from attacking.



Recognizing their former commander won't stop these troops from fighting him.

J Ankiseth liberates strongholds on his way to the castle. You may wish to have your own troops follow him to hold these strongholds for you, or to finish off the units he has damaged.



Ankiseth has liberated Cartwright. The witch den is there, so if any of your troops need to be raised, capitalize on this quickly.

K Ankiseth keeps moving until he reaches Igglurick. When he liberates this stronghold, he stops and waits. Because the diversion you have created has been so successful, he won't have much around him. However, an enemy legion approaches from the northeast soon enough. Get a few troops over the bridge to reinforce Igglurick as soon as you can.



Start moving up to Igglurick. Ankiseth comes under heavy attacks soon.



The enemy legion approaches.

L The towns in the east are relatively unprotected, and you can take them if you desire. It's worth it just to help prevent retreating enemies from stationing there and healing.



Grab the strongholds in the east to keep them out of enemy hands.

M Ankiseth can handle the initial attacks from the approaching legion, but you need to get there to assist him as quickly as you can. Put your character's group, as well as a few others, in Igglurick, and the legion will be blunted and repelled.



Ankiseth has eliminated the main unit of the approaching legion.

N With the legion destroyed, Ankiseth starts his march on the castle. Don't let him attack, because he is probably wounded from combat. Instead, send your character to attack in front of him. Your enemy this time is Baldwin.



Don't let Ankiseth go alone.



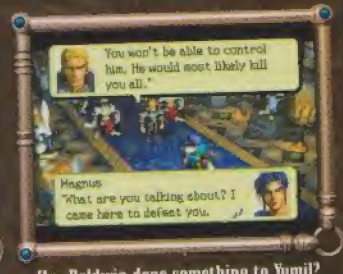
Prima's Official Strategy Guide



Baldwin is incredibly strong, as are his minions. When you first encounter him, he tells you that you can't have Yumil, and that even if you took him, Yumil would likely kill you.



Baldwin is ready for battle, but so are you!



Has Baldwin done something to Yumil?



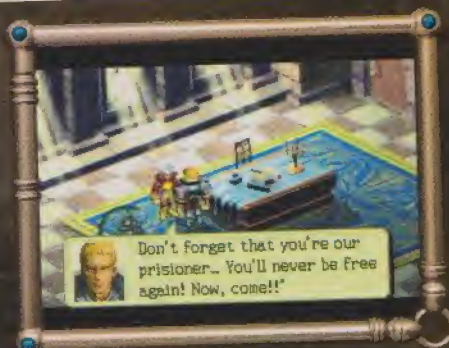
If you have a very powerful group with your character, you should be able to defeat Baldwin. When you defeat him, he vanishes.



Defeated for now, Baldwin vanishes.



After the battle, Baldwin goes to Yumil's chambers to take him away. Yumil protests, saying he wants to remain behind, but Baldwin won't let that happen. He has plans for Yumil. As he is leading him away, Mari, Yumil's chambermaid approaches, and tells Baldwin to leave the Prince alone.



Baldwin comes to take Yumil, but Mari won't let him.



At first, Baldwin isn't at all worried about what Mari might do, but she proves surprisingly powerful, casting a spell on the evil knight. She tells Yumil to run, but he won't leave without her. When Mari tries to cast another spell to keep Baldwin back, he outwits her and knocks her cold.



Mari is surprisingly strong.



He does the same to Prince Yumil, and carries his unconscious body away for whatever evil plans he has in store for him.

Baldwin escapes, carrying Yumil with him.



You arrive shortly after and begin searching the castle for Prince Yumil. Unable to find him, you wonder what has happened, and if he has left willingly because he didn't want to face you.



Yumil is gone. Did he leave on his own or was he taken? You may never know.



Mission 9

Chapter 3: Introduction

A The battle with the Western Division is over. The entire Western Region has fallen under your control. While this has made you powerful, it has also given you a lot of territory to protect. Everything indicates that Lodis will attack soon. To prevent this, Frederick has moved the Revolutionary Army from Castle Talpaea to Mount Ithaca.



Frederick moves the army away from the Lodis border.

B The Revolutionary Army's success against the Western Division has turned the people's opinion toward it. The lower class has been especially anxious to join. Soldiers of the Palatine Army, while preparing to fight against you, believe in your cause. Many troops from the Western Division have defected and joined your ranks.



Soldiers from the Western Division join your ranks.

C You have become a force equal to the Central Division's: a true army. However, many things still stand in your way. The Eastern Orthodox Church has not made known its intentions, and there has yet to be any response from Lodis.

This chapter begins with King Procus in council. He, his son, and a wizard discuss taking the Kingdom of Palatinus back from the watchful eyes of Lodis. There are reports of something that could help them do just that, and plans are being made to unearth these secrets.



Could Procus really be looking to revolt? His son wants to throw off the yoke of Lodis.

D Just then, the door opens, and in walks Richard the Dragonheart, the leader of the Caliginous Order, and a Lord

of the Lodis Empire. He declares that Palatinus has lost its autonomy—it is now completely controlled by Lodis, and Procus has no free will to act without Lodis' approval. Prince Amrius balks at this, but the order stands.



A terrible decree: Palatinus is no longer free to act.

E As he leaves, he asks Baldwin if the plans are in place. Baldwin says they are, and while there have been some setbacks (caused by you), everything is moving ahead. Richard proves his heartlessness by telling Baldwin that failures are killed, even if the failure is Baldwin, his younger brother!



Now you've done it: You've angered Baldwin's older, more powerful brother!

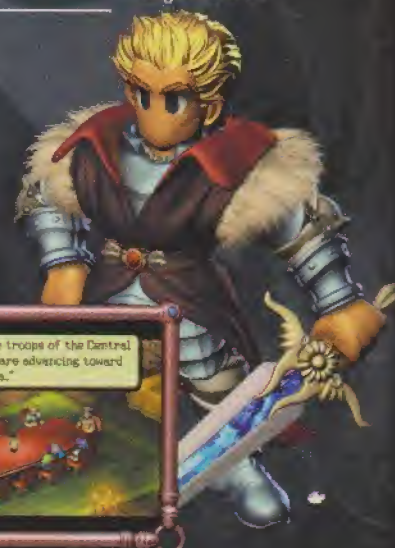
F In your own council, you meet with Frederick, Xevee, and Ankieth to plan your next move. You'll have a choice as to what you want Ankieth to do—he's never joined a Revolutionary Army. You can ask him to join, or you can tell him that his real duty is to save Prince Yumil and allow Ankieth his freedom.



Xevee wants to add the power of the Eastern Orthodox Church to your own might.



There's no more time for debate—the Central Division approaches.



Mission 1: The Setting Sun



Move to Dardunnelles on your map. Your campaign against the Central Division starts here.



It's time to return to Dardunnelles to face the troops of Lodi.



You've fought in Dardunnelles before, and the map is essentially the same, as is your starting position at Romella, and the enemy headquarters in Fort Akkisis. Nothing else is the same, however. An enemy legion blocks your path. It may be possible to avoid it, but its intentions are not yet known. On the plus side, the troops from the Western Division have taught you how to use legions yourself, and this may help.



The map is familiar, but the situation is different this time.



You can approach this mission in one of two ways. You can head through the middle, grinding through the enemy legion. This is time-consuming and difficult, not to mention costly, because of the cockatrices in the enemy groups. Or, you can make this very easy on yourself and finish the mission in just a couple of days.

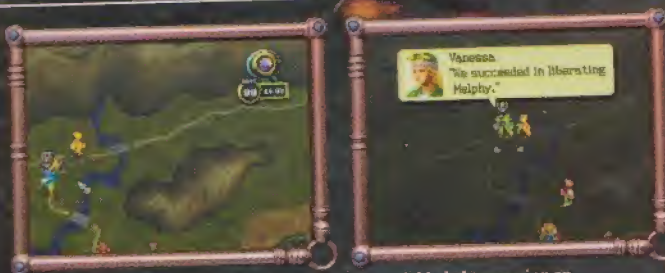
For now, skip dealing with the idea of legions. Dispatch your groups. Send one or two slightly east of your headquarters to fend off any enemies approaching. There's a powerful flying group to deal with.



One group heads just east of your headquarters to start with. Others are heading up to Melphy.



Meanwhile, take your character and four strong groups north to Melphy. It should be no problem to capture this stronghold. Use it to rest your units for about half a day, then push east.



Five units head to Melphy to claim it quickly before moving on.



Despite your conquest in the north, the main enemy legion hasn't moved.



While you are on the northern road to Dardunnelles, you find the second legion approaching. Fortunately, this is a much smaller legion than the one guarding the middle of the map. It is nonetheless a difficult fight. One of the subordinate groups contains two clerics while the second holds two clerics and a priest! Hit them with your best groups and break up the formation to claim Dardunnelles.



The enemy legion has difficult-to-track units. If you can't destroy them, at least push them back.



The legion is blunted and Dardunnelles is open. Note that the main legion is still immobile.



Now comes the fun part. Rest in Dardunnelles, then send your groups straight east into the fort. You may need to fight a unit or two on the way, but they shouldn't be too much trouble.



Push east from Dardunnelles. You encounter more groups and more priests on the way.

Mission 1

Ogre Battle 64

Person of Lordly Caliber

G It soon becomes clear to the enemy that you plan to attack the fort in force without confronting the legion first. The huge legion starts moving, but it should be too far away and too slow to react to be able to stop you.



The legion turns and moves out, but you should already be prepared to attack the fort.

H When you reach the fort, you are confronted by Ujeanne the priest. She doesn't want to fight, but she also doesn't want to lose her way of life. She also tells you that regardless of what you may wish, it's too late for the revolution.



Ujeanne doesn't want to fight, but she doesn't want to live under the Revolutionary Army, either.

I Concerted attacks directed at the priest should win the day for you. She can heal herself effectively, though, so you must hit her in force to make any headway against her.



While Ujeanne is still alive, she's wounded, and the unit in front of her has been killed. She's ripe for attack.

Tip: One good way to fight Ujeanne is by retreating. Attack in force, then retreat before she can heal, then hit her with another group. Don't do too much damage, though, or she will use a heal leaf.

J When she dies, Ujeanne tells you that the revolution is ending. Lodi has sent troops to the area to deal with you and all of the warring factions in Palatinus. The true showdown with the Holy Lodi Empire is coming.



Ujeanne's dying words are not good news for you.

K After the battle, you meet with Leia, Dio, and Troi. They can't believe that the showdown is finally going to happen. However, you knew this was going to happen sooner or later. Hugo arrives and tells you that Lodi's objective is the destruction of the Revolutionary Army.



The confrontation with Lodi is at hand. You knew this was inevitable, but that doesn't make it easy to take.

Mission 1

L One of two possibilities occurs to Hugo. First, Lodi may simply keep you from contacting the Eastern Orthodox Church to prevent them from siding with you and reinforcing your efforts. Second, they may actually attack the church and destroy the army there, then turn on you. The east has a smaller military than you and will be easier to defeat. And if the church falls, you'll be left standing alone.



Are you the target for Lodi's wrath? Or will they first turn on the Eastern Orthodox Church?

M You plan to contact the church immediately both to warn them and to enlist their support.



Support is needed, both for you and the church. If you join forces, you may have a chance.

N Meanwhile, in the church, a Berthan Sentinel is overcome by a spell and appears to make an attempt on the life of Sir Kerikov, an ambassador from King Proeus. Having no other option, the lead Sentinel kills her. Kerikov, who witnesses this, accuses the church of being in league with the forces of the netherworld.



An attempt on Kerikov's life? Or is this part of Baldwin's plan?

Mission 2: Brigade of Radiant Cross

A Move on to Gules Hills now. You're heading for the Eastern Orthodox Church, and Lodis's troops are probably moving as well.



It's on to Gules Hills to face the minions of Lodis.

B As the briefing begins, you learn from Hugo that Lodis has taken away Palatinus's autonomy. Lodis also plans to temporarily annex the kingdom to protect the people from you. While you think it's merely justification for his invasion, Hugo tells you that many people in the kingdom are upset by your actions. Worse, Lodis has declared that there will be no peace accord with you.



You learn of the events between Richard and Procus before starting this mission.

C For this mission, you start in Fort Bergiga, in the southwest. Guntherhaal Station, the enemy headquarters, is in the far northeast. Enemy troops are marching on the fort and are reported in the vicinity of Guntherhaal. Lodis is desperate to keep you away from the church.



The path starting east has more strongholds, but it's also a more obvious route to Guntherhaal.

D Two paths lead to Guntherhaal. You can travel north then east, or east then north. The second route is more attractive because it features better roads and has more strongholds in which to rest along the way. It also features many more enemies, though. Start traveling along both paths.

Note: The witch den is in Bellezoppo and the shop is in Amdelm.



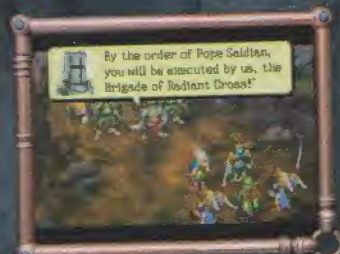
Send groups down both roads toward the enemy strongholds.

E Enemies start attacking along both of these paths, with the more difficult units attacking from the east along the southern road. You should have time to capture Amdelm before they arrive, and you can use this stronghold to weaken your enemies before having to face them at your headquarters.



While enemies attack along both routes, the units moving east face stiffer opposition.

F As usual, attack the leaders. You can have any groups accompanying your main force attack the leaderless groups as you see fit, or simply allow them to roam around the landscape without direction.

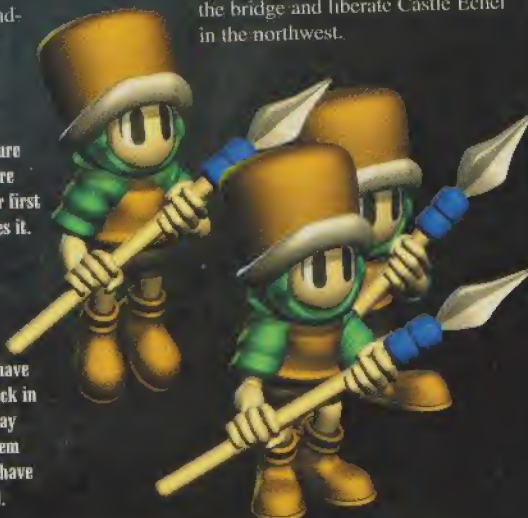


If you weren't sure these troops were from Lodis, your first encounter proves it.



Enemy groups have been pushed back in the east. You may have to face them later, but they have been weakened.

G Your units moving along the north road should be able to capture Muji easily, and after resting briefly, they can move across the bridge and liberate Castle Echel in the northwest.



Capture Muji before continuing north.



From Muji, move to Castle Echel.

Mission 2

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Ogre Battle 64

Person of Lordly Caliber

H Things are almost certainly a little more hectic in the south, so while you strive to maintain your position in Amdelm, you can continue moving toward the enemy in the north. Head east from Castle Echel and claim Novipoldt. An enemy legion guards this town, so move in force to take it.



The area east of your headquarters continues to be tough, as three flying units move in to attack.



An enemy legion guards Novipoldt. Attack in force to break up the formation.

I When you can spare a unit, grab the neutral stronghold of Mezzeni in the southeast, then move the unit back to Amdelm. When the enemies have been cleared out or at least significantly weakened, move your force from Amdelm to liberate Kurashino across the river.



Get Mezzeni when you can spare a unit to do so.



When the situation against the enemies allows, cross the bridge and capture Kurashino.

J With Novipoldt in your grasp, you are within striking distance of the enemy headquarters. Either move across the river and attempt it now, or liberate the last two enemy strongholds. In either event, it makes sense to take Bellezoppo, which is the closest stronghold to Guntherhaal.



Novipoldt is yours. Guntherhaal lies a short but difficult walk to the east.

K The southern group, even if it doesn't assault Guntherhaal, should move a group to Colgueff along the western edge of the map. It's unguarded and worth taking if only to keep enemies away from it.



The southern group heads to capture Colgueff.

L As you approach Guntherhaal, two additional enemy groups block your path. Try to coax them away from the enemy headquarters and destroy them each in turn.



As you approach the enemy headquarters, two new, powerful groups appear.

M All that remains now is the assault on the headquarters itself. Send in your best units, or use the legion units if you have experimented with the legion.



Bellezoppo is yours. It's the closest stronghold to Guntherhaal, and makes a good place to rest.

N Your enemy is Prufas, a knight of the Caliginous Order. You may recall him being mentioned by name by Baldwin as he spoke with his brother Richard at the start of this chapter. He's powerful and deadly, and you will have to be the same to match him.



This knight is Prufas, one of Baldwin's minions and a knight of the Caliginous Order.



Mission 2

O Because of the strength of Prufas's attacks as well as those of his minions, you can use a Pedra during this battle, and it goes a long way toward stopping this knight in his tracks. At the end of the battle, he rises again, telling you he's happy to have learned of your power. As Baldwin has in the past, he then vanishes.



Prufas is down, but not without a terrible fight.

Now Lodis truly knows the strength you wield.

O Baldwin enters and tells Yumil that he is entitled to such power. Baldwin mentions the legend of the Progenitor's power, saying that if Yumil could wield that kind of might, even Lodis would kneel before him. It's just what Yumil wants to hear, and exactly what he shouldn't.



Baldwin plays on Yumil's desire for power.

P After the battle you see more of Yumil's fate. Yumil still seems obsessed with power and willing to do anything for power. Because he is controlled by Lodis, this doesn't bode well for the future.



Yumil craves power, and he wants power over you and Ankiseth.

R Baldwin leaves with a threat to Mari, saying that if she interferes with him again, he'll kill her. Yumil still desires power, and the strangely powerful Mari tells him she'll help him achieve it.



Mari's spells have Baldwin concerned enough to threaten her.

Mission 3: The Eastern Orthodox Church

A Move to Fair Heights. You'll be trying to reach the Eastern Orthodox Church ahead of Lodis.



Fair Heights leads to the Eastern Orthodox Church.

B The Central Division is here. While the Eastern Orthodox Church has not fallen, it has offered no resistance to the Central Division, so it is waiting for you.



The Central Division is here, and the church has not fought its invasion.

C This is a tall, thin map, which may serve to funnel your troops directly into combat with the enemy. You attack from Dibnoe in the south, and strike toward Castle Grann, a day-and-a-half's march to the north. The enemy is heavily armed, so it takes time to break through its defenses.



With only one path to the castle, you can't avoid the enemy.



Ogre Battle 64

Person of Lordly Caliber

D Leia has been sitting in on this briefing because she has a visitor. It's her friend Meredia, who can't believe that Leia has joined the rebellion. Meredia asks Leia to come home with her. Meredia also has a message for your army.



Meredia has come with a message, and it's good news.

E The message comes from Count Silvis, Lord of Argent. A small group of people in the Central Region support the revolution, although they are not able to act. Meredia asks you to inform Frederick Raskin of the intentions of these people. And yes, Count Silvis is Leia's father.



Not all of the people in the Central Region are against you. This may help you in the future.

F Meredia then asks to join your battalion. She's a worthy addition and she's a siren—a new character class for you.



Meredia brings a new character class to your ranks, so you may want to take her for that reason.

G There's only one way to go as this mission starts, so dispatch your troops and send them north to liberate Boulli, which lies between the two bridges.

Note:

The witch den is in Inze, and the shop is in your headquarters at Dihnoe.



There's only one stronghold you can reach easily. Move toward Boulli.

H The enemy is already on the march toward you. In addition to the group waiting in Boulli, three others approach. Two come from over the northern bridge, while the third comes from the direction of Inze.



It will be hard to tell what's going on around this beleaguered stronghold for a few days.

I It will be quite a logjam for some time, especially if you are using legions. Hold tight, and don't forget to heal your groups after large battles. The initial enemy attackers are followed by several other enemies, including a flying group coming from the west toward Boulli. It takes awhile before you'll have a moment to do anything but deal with enemy attacks, so hang tough.



A few day's worth of battle gets rid of some enemies. Boulli joins your group.

J When the attacks have been countered, move toward Inze and liberate the town. It's not a critical point on the map, so just send a few groups to take it. It's valuable because it contains the witch den, and you may need it after the constant battles you've been fighting.



Inze isn't critical, but after the first few days of battle, you may need the witch den.

Mission 3



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K Move your main group from Boulli up to Danillof. An enemy legion guards the town, which means more fighting ahead. Move in and push them back, destroying the central group first if you can. Rest here for a little while to heal up your troops, particularly the unlucky group that fought the enemy with two golems.



An enemy legion guards Danillof. Unfortunately, there's no way to avoid it.

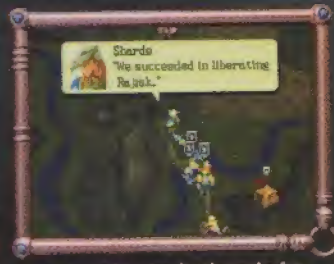


The legion is broken up, clearing the road to Rajisk across the bridge.

L Now you have something of a problem. The enemy group guarding Rajisk across the bridge from Danillof contains a pair of cockatrices. Unfortunately, there's no way to the castle but through this town and through this group. Bite the bullet and charge through them, hitting them as hard as you can.



A difficult group holds Rajisk. There's no way to avoid it.



It may take a few battles and a few revive stones, but Rajisk is finally yours.

M With Rajisk in your grasp, only one stronghold remains besides the enemy headquarters. However, two enemies guard the approach to the castle as well. Send a couple of groups over to take the stronghold of Elaine to the west. It offers better access to the road leading up to Castle Grann.



Only four serious enemies remain between you and victory.



Elaine offers a better and faster route to the castle.

N The enemy units guarding the castle will attack if you near them. Send up groups to draw them into combat and knock them back a bit. Neither one has any method of healing itself after battle, so any damage you do to them should be permanent.



Let the guarding units attack you to weaken them, then move in for the kill.



Attack Jeal from the rear. This weakens his attacks.

O As the road to the castle clears up, send some units along it. Jeal always faces down, which allows you to attack him from behind. This makes destroying him easier.

P In your first encounter with Jeal, he tells you not to bother trying to get support from the Eastern Orthodox Church, because he will slaughter you. Attack him in earnest, using a Pedra if necessary to kill him.



Jeal is confident that he can stop you.



Using a Pedra can help eliminate Jeal in one combat.



Jeal dies telling you the church is already controlled by the Central Division.

Q When he goes down, Jeal tells you that the church and the entire Eastern Region are already under the control of the Central Division. He wishes he had dealt with you earlier, but before he can say more, he dies.

Ogre Battle 64

Person of Lordly Caliber

R After the battle, Hugo tells you that Archbishop Odiron has lost his position. It appears that Jeal's dying words were correct, and you've moved too late to capture the support of the church. Odiron lost his station thanks to the event at the start of this chapter. He's been accused of consorting with the netherworld. Kerikov is Odiron's new replacement, and he is a puppet of the king, who is a puppet of Lodis.



Jeal wasn't lying. Odiron has been replaced by Kerikov.

S The good news is that while Kerikov's position as archbishop also makes him the general of the Eastern Region, the people will not stand for it. Hugo tells you that the rumor about Odiron's contact with the netherworld is pretty suspicious. The rumor indicates that the Central Division has been contacting the netherworld to assume control of that area. This unsettling news makes it that much more important for you to reach the church.



You must reach the church!

T Hugo tells you there are two possible routes to the church. One is through the Tremos Mountains. This route is clear of the Eastern and Central Divisions, but there's no report of what's actually there. The other route is through Capitrium. The enemy is there, but at least you know what you face.



There are now three possible routes to take.

U Additionally, an outcast Berthan Sentinel is reported to be heading for the Vert Plateau. Berthan Sentinels are mighty warriors. This could create an even tougher problem for you if the rumor of their collaboration with demons is true.



Mission 4: The Rebel

A If you want to face a known enemy, head to Capitrium for your next mission.



You've decided to head to Capitrium for a quick way to the church.

B Hugo starts right in when you arrive. Your headquarters are located in Rososhi in the southwest this time. The enemy is holed up in Castle Eundel, almost directly north. There are reports of many monsters as well as undead in the area. Expect ambushes as you move toward the castle.



This map is filled with difficult terrain and enemies that refuse to stay dead.

C As the mission starts, two enemies await you on the high ground to the northeast. Send some units up to deal with them. At the same time, move two or three groups east to capture the town of Balta. It contains no enemies, but there are two groups in the immediate vicinity.

Note:

The witch den is in Purlova, and the shop is in Rososhi.

As usual, enemies are close by when you start.



Mission 4

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D Many of the enemy groups contain undead units. These creatures often regenerate after battle, coming back fully healed to fight again. Because of this, make an extra effort to attack leaders so that these groups cannot act with direction.



Many of your enemies are undead, who regenerate when you kill them. Go for the leaders.

You may get kicked out of Balta initially. Fight your way back in and take it.

E From Balta, move your troops over the highlands to claim Surina. This puts you much closer to enemy headquarters and gives you a good place to rest as you move up additional groups.



Surina is one of the three strongholds at the center of the map.

F Back by your headquarters, start sending groups north to claim the strongholds there. Purlova, with its central location and witch den, should be a priority, but you also want to liberate Ellista in the west.



March in force on Purlova and nab this stronghold. It makes a good place to stop on your push north.

While this group looks fearsome, it's not that tough. Ghosts can't hurt you at all.

G The three central strongholds give you an excellent base of power to work from. Concentrate your units in Purlova before you head across the bridge to liberate Pudozey, which lies close to the castle.



With the three central strongholds, you now have a good base of power to work from.

H While you may wish to capture Luga in the far northeastern corner of the map, its capture doesn't really further the mission at hand. There's no need to risk your troops to capture this stronghold.

Move across the Pudozey when your troops are ready, sending everyone from Purlova as well as Ellista. Things get a little hectic here, as leaderless units and those guarding the castle mill about. You may need to temporarily retreat to Purlova. If so, don't worry about it. Take the time to keep your troops in shape if you need to.



March across the bridge with everything you have, and bring the groups from Ellista as well.



Pudozey is the best place to wait while your troops heal up. It puts you close to your goal.

I The enemy leader is a werewolf named Biske the Beast. He tells you that he was released because the Revolutionary Army was near, and if he doesn't kill you, he'll be captured and imprisoned again.



Biske is an evil and powerful warrior.

J Biske's army is massively strong and deadly. There's no good way to deal with him, other than to take your lumps and use a Pedra, or to attack with the most powerful army you can. Even attacking from the rear won't improve matters much.



Using a Pedra after you've damaged Biske should take him out.

K After the battle, you meet with Biske. You tell him there is nothing more keeping him in this world, and he dies in front of you.



Biske has no more reason to stay in this world.

Ogre Battle 64

Person of Lordly Caliber

L The scene then switches to the Tremos Mountains. Yumil is being held captive by the Caliginous Order. It does precisely as you feared it might: it attempts to turn Yumil into a powerful ogre. The plan backfires, however, and Yumil kills the knights surrounding him.



The Caliginous Order's nefarious plans for Yumil backfire.

M Mari finds Yumil, but he is not sure he can control his own power. Yumil tries to keep Mari away, but his power seems to fade. There is something inside him now, yearning to break free. Mari tells him to accept this power and use it to claim the entire world.



Mari comforts Yumil as he screams for more power.

N You may now go to the Vert Plateau or on to Celestia and the Orthodox Church.

Mission 5: Suspicion

A While it's not one of your main objectives, you may wish to attack the Vert Plateau.



The renegade Sentinel is somewhere in the Vert Plateau.

B Hugo jumps right into the briefing for this mission. You begin in Sagith, in the southeast, while the enemy waits in Murrilaife Castle, a day and a half straight north. There are many unconfirmed rumors about the Sentinels, and scouts have reported a dragon in the area as well. The Central Division is pursuing the outcast Sentinel.



It's a large icy map, and the roads are poor at best.

C There's nothing on the map as you start the mission. Dispatch your groups and march them toward Estergum, just up the road from your headquarters. The group holding it is strong, but if you attack in force, you should be able to push it away and take this town.



Send your troops up to Estergum and use this as a forward base of operations for your push north.

Note: The witch den is in Sarisk, and the shop is in your headquarters at Sagith.

Mission 5

D As you enter combat, you notice the huge number of dragons in these armies. Hugo mentioned one, but it seems that every group has one or two!



It seems that virtually every unit here contains a dragon!

E After you take Estergum, move more units from your headquarters and take Chrisalouis, the town in the south along the western side of the map. While you do this, more dragon groups appear on the road north of you, moving in to push you out of Estergum.



Once you have blocked the road to your headquarters, send your other units west to liberate Chrisalouis.

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F The road to Chrisalouis is blocked as well, and you won't have an easy time breaking through. Capturing this town prevents the enemy from sending groups into your headquarters via this route, however.



Chrisalouis provides one less enemy-clogged path north.

C After you take these two strongholds and fight off the attackers, you probably want to rest your troops for a day or so. When they are ready to go, move them north. In the west, head up to Fort Hillverich, while the eastern group liberates Queshay.



Moving in on Queshay won't be as easy as it looked originally.



Taking Fort Hillverich isn't too hard, and it allows you access to the northern roads.

H As this eastern group crosses the bridge, a very large legion of Central Division troops approaches from north of town. This is an extremely powerful bunch of enemies, and you may be forced to retreat. If you can break up the formation some and weaken it, pull back to Estergum and force it to cross the bridge to get you. While it is occupied with movement, you can pick off a couple of groups, making the leader easy to kill.



Your initial assault is repelled, but three of the groups in the legion have been seriously damaged and have lost their leaders.

I When you can, move back up and take Queshay. Hold out here and clean up the mess of the legion. Now take a look north.

Two more strongholds lie to the north, and both are important. Your western troops should move northeast and liberate Sarisk. Any groups who have lost units should move here as well, because this is where the witch den is. Send your other units, and your main attack force, to the northeastern town of Dossoll. It offers the perfect position to assault the castle.



Send the western group up to Sarisk. This town is relatively close to the castle and contains the witch den.



While some troops converge on Sarisk, send others northeast to liberate Dossoll.

J Move in and attack Fourierre. She's a dragon master with a pair of dragons. She wonders why you have come here—her task was just to track down the renegade Sentinel. She also accuses you of using monsters.



Fourierre questions your presence in this area.

K She's tough, and her dragons are tougher. Concentrate your attacks on her. Stack your attacking group so the strongest characters are on the right side, giving them a direct path to Fourierre.

Fourierre
"W. Why? Why has my god forsaken me?"

Fourierre
If you expect to proceed... you'd better prepare... for... the worst..."

L As you have probably expected, Fourierre's dying breath is a warning to you to prepare for the worst. Your only option now is to attack Capitrium.

Fourierre dies, but not without telling you that the worst is yet to come.

Mission 5

Mission 6: The Mercenaries

A You've decided to avoid the Central Division and move through the Tremos Mountains. Go there now on the map.



Avoid the Central Division by fighting through the Tremos Mountains.

B Hugo gives you the bad news when you arrive. The Central Division figured out your plans and hired a band of mercenaries to lie in wait for you.



Unfortunately, the Central Division guessed your plans and hired mercenaries.

C Attack this time from Salavaat, in the southeast. You must reach the enemy headquarters at Fort Bertuga, in the northwest. Scouts have reported massive forces approaching from the west and north, and the mountains nearby will make flanking these enemies tough. You'll have to fight them one-on-one.



Only one main path leads to Fort Bertuga. The other route travels through rough country along the north and takes too long.

D Before you start this mission, you need to prepare. Every group you possess needs to carry as many heal leaves and heal packs as possible, as well as at least one quit gate. Things are hairy early on, and you will be under constant attack. The ability to heal and move your units quickly serves you extremely well.

Note:

The witch den is in Coongul and the shop is in your headquarters at Salavaat.



Make sure your units are stocked with healing supplies and quit gates before attempting this mission.

F Send out a couple of strong groups to attack both legions first. You can't expect a lot of success here, but forcing the enemy to use up heals or to sustain large amounts of damage makes the defense of your headquarters easier. As your own groups are damaged, use their healing items or send them back to headquarters. As the enemy gets very close, use quit gates, heal units in your headquarters, and redispach them.



After a few concerted attacks on the leader, retreat, heal, and fight again knowing that one enemy is gone.



One group has been knocked out of the northern formation. It's a small victory, but a victory nonetheless.

Tip:

This mission is much easier if you attempt it without using legions. Giving your troops freedom to move is essential in the early stages of this mission.

E As the mission starts, dispatch your nine best groups to accompany your hero. The bad news is that there are two huge legions—five units each—just a few hours away from your headquarters. One is coming from the north, and the other is moving in from the west. You must act quickly to disperse them.



Which is worse, the northern group or the western group? Both are bad, and both are headed right toward you!

G The attacks are constant; you'll take a lot of damage and probably lose a few people. Hold off these attacks, though. Keep pushing against the enemy groups, hitting the central legion unit. Breaking up the legions helps, because this may force the damaged enemies back rather than having them move in to attack again.



A strong attack has killed off the centurion at the center of this legion. Its attacks will no longer be as directed or as dangerous.

Both legions have tough groups, but this one in the western legion is particularly difficult.

H Groups are retreating and running into others. You're attacking and being attacked, and it seems as if it will never end. But, there's some good news. Despite the pounding you have taken, you should still be in pretty good shape to finish out the mission. Virtually all of the enemies were in that first attack.



Things can get pretty confusing while you break up the attacking legions.



The aftermath: The enemies are leaderless and retreating, while you return to headquarters to heal.

J While it isn't critical, you may wish to capture Fort Vitzdar. You may not have the power to do so, especially if enemies from the northern legion are resting here. If you do capture it, send a unit farther north to grab Schime, because it is completely unguarded.



Taking Fort Vitzdar isn't critical, but it keeps a few enemies farther away from your headquarters.



Schime in the north is unguarded. Liberate it if you take Fort Vitzdar.

L If you take Coongul, you can use it to march on the last two strongholds. Neither one is guarded, and you can take them both easily.



Coongul is yours, and the witch den is busy raising those who died in the first few days of battle.



I When you have healed fully, send your groups out to liberate Corpino, which is west over the mountains.

There's one group here normally, but any left legion groups that still have leaders are probably here as well. Take it over and move any units who lost troops in the initial assault to this town. Have your assaulting troops rest here for a little while before pushing off again.



Corpino is your first conquest after the initial avalanche of enemies.

K When your troops are ready, cross the river and march toward Fort Bertuga. You can take it now if you wish. However,

Coongul, the stronghold on the top of the mountain north of the fort, holds the witch den, which you may want to use at this point.

Tip:

The southernmost bridge is guarded on the far side. Use the central bridge to cross the river.



Move across the bridge to the western half of the map.

M Coongul is worth taking for another reason. If you enter the stronghold at Corpino, you hear the story of the devil child, a local who turned his friend to stone. You meet him when you enter Coongul. He tells you it's the truth: he summoned the denizens of the netherworld, and he turned his friend to stone. You'll be given a choice of leaving him alone, or asking him if that's what he really wants. Select choice two and you will meet with him after the battle.

Could he be a denizen of the netherworld? Maybe it was him who killed my cows."

This man in Corpino tells you of the devil child who turned his friend to stone.

Are you here to mock the guy who turned his friend to stone?"

Magnus "Are you the devil's child?"

I, I killed Theoria... Go away. I said, go away! Don't bother me, ever again!"

Magnus "Is that what you really want?"

You find the devil child in Coongul. Talk to him, and when given a choice, pick the second one.

Ogre Battle 64

Person of Lordly Caliber

N The enemy in the fort is Kageiye, a powerful sword master. Attack him from either the front or the back—either way, you have a direct shot at him.



As you prepare your attack, other groups liberate the last two strongholds.



Kageiye is confident you can't beat him.

P You stay in the Tremos Mountains for your next mission if you have elected to take this route.

Mission 7: No Man's Land

A You've got another mission to complete in the Tremos Mountains. Head there.



You spend another mission in the Tremos Mountains, but in a slightly different location.

B You complain to Hugo at the start of this briefing that you do not have any time to waste here. You need to get moving. However, Hugo tells you that you are currently surrounded by a huge number of soldiers. It's not clear if these are troops from Lodis or from the Central Division, but you need to operate carefully for this mission.



You object to spending more time here, but you don't have a choice—you're surrounded!

C You start in Palm, at the center of the region. The enemy headquarters is in Savoir Checkpoint, just half a day's march to the north. You are currently surrounded by the enemy. Act quickly to survive this onslaught.



This is a small map, which means the enemies all start close to you.

D Several enemies are present when the mission starts. It's everything Hugo said it would be and more—two of these groups contain an ogre, and another contains two of them. This will be tough for a few days.



Enemies surround you on all sides. There's nowhere to run.

E Dispatch your groups and send a couple of forays out to weaken the approaching enemies. If you can knock them back and buy some time for your headquarters, so much the better.



With just one combat, the most powerful approaching group is rendered powerless.

Tip:

The witch den is in Ulda and the shop is in your headquarters at Palm.

Mission 7

F The good thing about this attack is that while the groups are tough, you shouldn't have too much difficulty hitting the leaders. This is especially important when fighting the groups that contain undead units, which regenerate when killed.



Things are clearing out a little, but many enemies are still around.

G You get hit from all sides, but there's really only one group from each of six locations. While it's tough, it's nothing like what you survived in the last mission.

When you can, send a unit or two out to capture the eastern town of Ulda. It's probably the least important of the strongholds, but it allows you to quit watching for enemies from one direction.



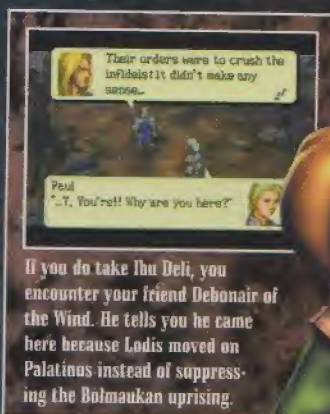
This is more like it. The enemies who attacked at the start have all been pushed back, their leaders killed. Use this chance to take Ulda.

H Take a large force and move west. Send several groups south to claim Ihu Deli. There's no real need, because it's about as useful as Ulda. However, the group guarding this town contains three goblins and a pumpkinhead, making it extremely dangerous to attack.



Ihu Deli is protected by a witch, three goblins, and a pumpkinhead.

Tip:



If you do take Ihu Deli, you encounter your friend Debonair of the Wind. He tells you he came here because Lodis moved on Palatinus instead of suppressing the Bolmaukan uprising.



I Turn your attention north to the city of Soshiba. Unfortunately, it's not much better here. The group here contains a siren, a wyvern, and a powerful Ogre. Still, this stronghold is on the way to your final destination, so move in and claim it.



Move north and liberate Soshiba. This is close to the enemy headquarters, and you can attack from here if you wish.

J You now have a tough task ahead of you. Soshiba offers decent access to the castle, but the town of Totban in the northwest corner is better. Move over and take it after your troops have fully rested from acquiring Soshiba.



You can also attack from Totban, which is closer to the castle.

K Now it's time for the final assault. Eudika's group contains an Ogre and two goblins, which is bad enough. Worse, she is positioned behind the Ogre, so you need either strong troops with ranged attacks, or the ability to smash your way through the Ogre to get to her.

When you meet her, Eudika tells you that the Infernal Aura is spreading across the land; and that her queen will finally reawaken. Things are going from bad to worse!



Eudika looks forward to the coming of more monsters.

L Eudika's dying words are for Zeda, her leader. This bodes ill. You may remember Zeda as the one who awakened the powers Mari now has. Is she really behind the appearance of the Ogres?



Is Zeda behind the appearance of the Infernal Aura?



M If you have not yet seen the Prince Yumil's encounter with the Knights of the Caliginous Order, you see it now.

Mission 7

Mission 8: The Bearer of Knowledge

A It's time to make a push toward the church. Go to Celesis.



It's time to try to reach the church and rescue Archbishop Odion.

B It appears Prince Amrius is in Celesis, waiting for your arrival. He questions Kerikov about the location of the Temple of Berthe, where the power of the Progenitor supposedly awaits. Kerikov tells him he has found the information, but won't tell him where he found it.

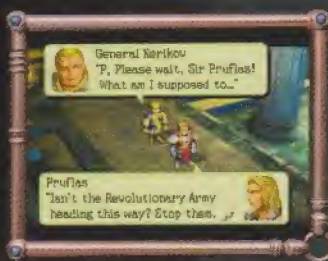


Does Kerikov take his new role seriously, or is it something else that keeps him from telling Amrius what he knows.

C Prufas arrives then. The Caliginous Order knew about Amrius's plan to find this ultimate power and use it to reclaim the kingdom all along. The Caliginous Order wants this power for itself, naturally. Kerikov is ordered to stop you, or at least occupy you while the Caliginous Order finds the Temple of Berthe.



Amrius's plotting was all for nothing.



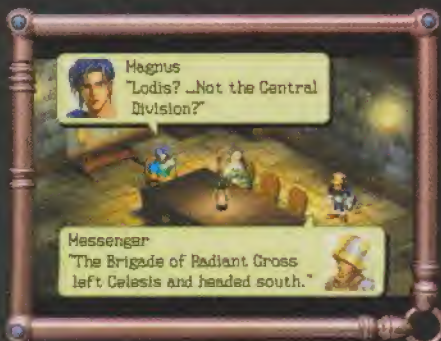
Rather than joining with the Eastern Division, it looks like you will be facing them.

D In your own briefing, Hugo tells you that the Central Division departed to find this ultimate power. The truth of the matter is in Celesis, one way or the other.



You must get to Celesis to discover the truth.

E A messenger arrives then, telling you that the Brigade of Radiant Cross has left Celesis and is heading south, toward you. The legends suggest the Temple may be in the Tremos Mountains. You must stop the brigade in its tracks, reach Celesis, and rescue Archbishop Odion.



The Brigade of Radiant Cross is headed toward you. You must reach Celesis as soon as possible.

F You start in Rubnui, in the northwest corner of the map. The goal is to reach Celesis, located straight east. The route east is quick, but it's reported to have been blocked to prevent you from using it.



You can head straight for Celesis, but the terrain is rough. The other route takes days to travel.

G There's nothing around you when this mission starts. You can move freely at first. Send a group to capture the neutral stronghold of Nedjinn, which lies across the bridge to the northwest.



Take Nedjinn if you wish. There's no pressing reason not to, and it takes just a minute.

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H An enemy approaches from the south soon enough. March your troops down the road to encounter this enemy. Push them back. The leader of this army is a priest, which makes it difficult to kill and weaken the group.



Many of the leaders you face in this mission are priests.

I Keep moving, hitting this group when you have to. Otherwise, head straight for the stronghold in Pinneq. Getting it is the first leg on your journey to Celesis. In addition to the first group you encounter, you have a second to fight through. If you move in force, this won't be much of a problem.



Because there's only one good road, move in force. This makes taking your first few strongholds easier.

J From Pinneq, continue south and grab Banna Barra on the southern edge of the map. As with Pinneq, it lies on your route and is worth capturing, if only to rest before continuing your march.



You won't have to go out of your way to capture additional strongholds.

K Continue down the road, taking Kalla and crossing the bridge and liberating Cotlass. There's no pressing reason to deviate from the road much. Just move into each town and liberate it, destroying the enemy guarding it before heading to the next town.



After Banna Barra comes Kalla, and from Kalla you can move on to Cotlass.

L When you take Cotlass, rest for a minute before planning your next move. Two paths lead up to Celesis. The path on the right is preferable because it features better roads. You reach your destination sooner, and you need rest less after you get there. Move up on the right and claim Bollisk.



The right path has better roads and better access to Celesis.

M Of course, this doesn't mean that you can't or shouldn't send troops up the left side as well. Caraton is worth taking just to keep it out of enemy hands. Bollisk is by far the preferred place to attack from.



You can take both routes if you like, but the units you plan to attack the city with should be on the right.

N The path up to Celesis is guarded. A legion awaits you, although it's not as powerful as many you've seen. One of the sub-groups consists entirely of priests and clerics. Another unit waits just at the doorstep of the town. And, of course, Kerikov's group waits inside.



A group of clerics and priests? They can't hurt you, but you'll have trouble hurting them, too.

O The good thing about the groups guarding Celesis is that while a couple of them have some power, you don't have to worry about the survival of your units. These groups are more concerned with healing themselves than fighting with you. March up and storm the city.



You may have to fight a lot to reach the city, but only a couple of groups really have the power to hurt you.

Tip: The group waiting just outside the city is quite powerful. This one can do some damage.

Mission 8

Ogre Battle 64

Person of Lordly Caliber

P What happens next is pretty fun. When you reach the city, you see a short scene between Amrius and Kerikov. You stand at the doorstep to the city, and Kerikov knows you are coming for him. He begs with Amrius to show mercy and forgive him, but Amrius storms out, disgusted with the pathetic noble.



The simpering Kerikov is worthless as an archbishop, and not much better as a general.

K Kerikov should be no problem. His angel knights are tough, and he casts the ice field spell, but he's really not that strong. Eliminate him in your first attack.



Kerikov's attack is relatively powerful, but you've seen a lot worse.

R After the battle, you find Kerikov in the city. He admits that he used the power of the netherworld to frame Odiron and the Berthan Sentinels. However, he blames Prince Amrius and says that he was following his orders.



Kerikov is truly pathetic. He begs for his life, but he's not worth dirtying your sword over.

S Kerikov begs for his life and says he'll tell you Lodi's plans. He confirms what you already knew: They are looking for the Temple of Berthe to find the ultimate power. As Kerikov continues to beg for his life, another person enters.



Lodi has gone after the ultimate power. You'd always thought it was just a myth.

T It's Odiron! He tells you what you didn't want to hear. The ultimate power exists, and if Lodi knows the location of the Temple, they may already have it within their grasp. However, only the one called the Child of the Covenant can wield such power.



The ultimate power truly does exist, but only a very special person can contain it and use it.

U You must now stop Lodi. Odiron orders the Sentinels to assist you, but you decline, telling them that they must stay and protect the church instead.



You don't have a clue what Lodi or the Central Division will do next. The Sentinels must protect the church.

Mission 9

A To stop Lodi, you need to get to where Lodi is. Go now to the Temple of Berthe to protect the ultimate power from being acquired by the Holy Lodi Empire.



The church is safe for now, but no one will be safe if Lodi acquires this power.

B Prufas views the destruction caused by Yumil's rage. Yumil is missing, and Prufas sends additional knights out to find him. Prufas questions Mari about what happened. She knows something, and he wants to find out what it is.



Prufas investigates the devastation left by Prince Yumil's rage.

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C Hugo starts right in on your briefing. Your headquarters is in Vitegra, in the southwest.

The Temple of Berthe, your ultimate goal, lies across two mountain ranges to the northeast. Air units head toward you and also surround the Temple.



The only roads leading to the Temple are in the north. Attack from this direction.

D Things start out hectic, but you've had worse. Dispatch your groups and send a few out to the east and north to block the incoming enemies. Some of these groups are pretty strong, but you should be able to fight them back. Keep pushing them and destroy them completely.

Tip:

The witch den is in So Kol, and the shop is in your headquarters at Vitegra.



A few enemies approach at the start. Fight them back.



Several of the initial groups aren't that tough to deal with.

E Several of the flying units may retreat even before they move in to attack. They are waiting for you to divide your forces, hoping to catch your headquarters under-protected. Move some units up to Lugeph. This may tempt one or more of them to attack either there or at your headquarters, letting you destroy them.



Some of the flying groups may retreat if your headquarters is stocked with groups.



Take Lugeph to lure them into attacking.

G From Lugeph, send your main force north to Sarrehart. Use the roads that lead up to the Temple. There should only be one group here, and it likely attacked Lugeph when you took this stronghold, so it shouldn't be hard to defeat.



Move to Sarrehart. This stronghold is easy to take.



With your main force gone, a flying group moves to attack your headquarters, so don't leave it unguarded.

F You can also provide a diversion by sending a group east from your headquarters to claim Kud Im Kalle in the southeast. It may draw an enemy or two to it, and take a little pressure off your headquarters.



Taking Kud Im Kalle in the southeast may lure some enemies away from your headquarters.

H Follow the road out of Sarrehart and capture Gremiha, which lies just to the north. It's not an important stronghold, but it offers a clear shot toward the Temple as well as the stronghold of So Kol, which lies extremely close to the Temple. It's a good place to heal your troops before your next push.



Gremiha offers the perfect position to move into So Kol, just outside of the Temple.

I If you have a spare group, push to the northeast and liberate Sermi while your troops are resting in Gremiha. This is the perfect time to liberate this stronghold.



A single group can liberate the unguarded Sermi, to the north.



The area around the Temple is heavily guarded. A charge will get you killed. You need to tempt the enemy out of position.

J Move carefully from Gremiha toward So Kol. Not only is this town protected by a strong group, the approach to the Temple is guarded by four groups led by knights templar. Worse, inside the Temple there are three groups including Prufas's.

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Mission 9

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Ogre Battle 64

Person of Lordly Caliber

K Try to coax the guarding units to attack you on the highway. You can probably get the two central groups to move toward you, and you can destroy their leaders, clearing the way a little. With this done, move in and take So Kol, and use it to heal your troops for the final push.



So Kol is liberated, and three of the powerful groups around the Temple have been sent running.

M Before you fight him, you see Prufas attempting to break the seal on the Temple of Berthe himself. Because you are at his doorstep, he wants the ultimate power to give him the strength to stop you. But no matter what he does, he can't get it to work. He then tells you that you will become his sacrifice to open the seal.



Try as he might, Prufas can't break the seal.

O He dies not believing he could lose to the Revolutionary Army. He was a powerful enemy, but you won't have to deal with him anymore.



Prufas can't believe he lost to your army.

L Again, you need to tempt the enemy out to attack you. Move in slowly, trying to pull them out one at a time. Attack the leaders so they lose their effectiveness, then retreat back to So Kol to heal. It takes a few attempts, but in time, you're left with just Prufas's group standing in the area. Move in and attack.



The templar groups have been coaxed into combat, and they're fleeing. Only Prufas stands in your way.

N Prufas is plenty tough. Concentrate your attacks on Prufas to weaken him, then use a Pedra to eliminate him completely.



Attack Prufas directly, then use a Pedra to wipe him out.

P After the battle, you stand with Leia and Dio at the entrance to the Temple. Dio tells you that the troops are being sent home. You've found nothing that lends any support to what Odiron told you about the legend being true.



There's no ultimate power here, or so it seems.

Mission 9



Q As you start to walk away, Prince Yumil appears and approaches the seal. You call to him, but he doesn't seem to hear you. He steps into the seal, raises his sword, and breaks the seal!



Yumil appears and walks to the seal.



Is Yumil the Child of the Covenant?

R A huge flash of blue light appears, and the seal is destroyed. Four powerful-looking warriors surround the prince, and all of them vanish. The blue light turns to red, and the warriors appear again. Dio warns you to get back, but you are convinced you need to help the prince.



What has happened to Yumil? Has he attained ultimate power?

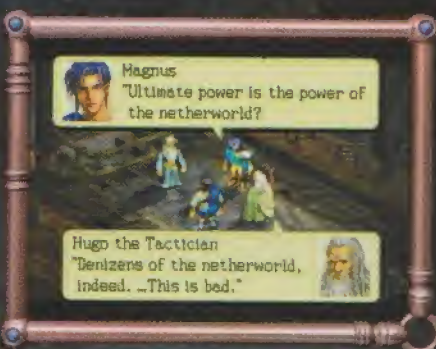
Mission 10: Gateway to Another World

A You are already at the scene of the next mission. You fight around the Temple of Berthe again.



You don't need to travel for your next mission. Evil is coming out of the Chaos Gate and must be stopped.

B You meet with Hugo, Dio, and Saradin before the next mission. It appears that the ultimate power spoken of in legend and used by the Progenitor was actually the power of the netherworld.



Was the Progenitor's power truly that of the netherworld?

C Saradin suggests that the Temple of Berthe is actually a Chaos Gate, a portal that connects your world with another one. If that's true, then this Chaos Gate joins your world with the netherworld! Suddenly, the fate of the entire world is in jeopardy. You must close the Chaos Gate.



A Chaos Gate? The Temple of Berthe is really a connection to evil!

D You might be worried, but you need to concentrate on the mission at hand. You fight on the same map this time, but you're headquartered in Gremiha. Again, you must attack the Temple of Berthe. Most of the demons appearing in the area have already left, but more are coming. They are already surrounding your position, so you need to work quickly to survive.



It's the same map you just fought on, but the situation is very different.

E Enemies are on the march from Sarrechart in the south as well as Lugeph. You can also expect to see troops moving down from Sermi in the northeast. Worse, a huge enemy legion appears near So Kol by the Temple.

Note:

Once again, the witch den is in So Kol, and the shop is in Vitegra.



The enemy legion won't bother you for some time. Concentrate instead on the enemies closing in.

Mission 10

Ogrebathie 64

Person of Lordly Caliber

F The initial enemy attack can be blunted by sending a few of your groups out onto the road east of your headquarters. In this situation, attack the enemy leaders to make their groups ineffective. This is especially true of the groups that contain undead creatures, which regenerate when killed.



Send groups out to block the approach of the enemies. This buys you some time and prevents a massive assault on Gremiha.

G The attack takes a day or so for you to fight off. Keep retreating your lead groups back to the headquarters and replace them with fresher troops as you take damage. Fortunately, most of these enemies have no way to heal themselves, so any damage they take will be permanent.



The enemies are repelled. Take stock of the situation before moving out.

H When the first attack is over, take stock of the situation. Send a foray northeast to capture Sermi and eliminate the enemy groups in the area. You may want to crush those who have lost their leaders to prevent them from getting in your way (as well as for the extra experience).



Sermi isn't critical, but it gives you someplace other than your headquarters to rest your troops.

I With Sermi captured, send a powerful force to the south to rout the enemies holding the strongholds of Sarrehart, Lugeph, and your old headquarters at Vitegra. Clearing these enemies away keeps your headquarters safe from attack via the southern road.



Sarrehart should be captured, even if you don't take the southern strongholds.

J These are not easy battles. Especially in the town of Sarrehart, the enemy lying in wait for you has a lot of power. Move in with two or three very strong groups of your own.



You can also move down and capture Lugeph after taking Sarrehart.

K Send someone over to take Kud Im Kalle. Like Vitegra, this stronghold is unguarded, and you can simply move in and liberate it.



Vitegra is unguarded and easily taken. Another group pursues an enemy and liberates Kud Im Kalle in the east.

L With the roving enemy groups cleared out and destroyed and all of the strongholds but So Kol under your control, move on the large legion at the center of the map. It looks a lot tougher than it is. Certainly, it contains a couple of very difficult groups to deal with, but for the most part, you shouldn't have too much difficulty breaking up the formation and destroying most of these groups entirely.



It can be hard to see what you are doing as you move toward the middle.



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M When you first attack the formation or make a move on the Temple, the giant legion attacks. You may find it prudent or necessary to retreat to your headquarters to fight them. When you can attack them several times in a row, they go down easily, freeing up the road to So Kol.



The enemy legion attacks and may push you back to headquarters. Don't worry if this happens. You can fight them just as well from here.

N Move into So Kol when you can. Once you claim this town, you encounter both Richard the Dragonheart and Baldwin. They tell you that their plans are to use the Chaos Gate to descend into the netherworld and conquer it. It seems like a crazy plan. Just as they are about to attack you, a familiar voice cries out.



Richard and Baldwin are waiting in So Kol.



The brothers from Lodis are confident their faith will protect them in the netherworld.

O It's Destin and Gilbert. They tell you that they will handle Richard and Baldwin. You must go and destroy the Chaos Gate now. The two sides then prepare to battle as you leave.



Destin and Gilbert will take care of the brothers. Your job is to handle the Chaos Gate.

P All that remains at this point is the final assault on the Temple. Head there now to confront Dekarabia and close the Chaos Gate.



Move in and attack the Temple once again.



Q Dekarabia is a huge monster called a saturos, and he's flanked by four goblins. This is going to be a nasty battle, but you can beat him. Attack Dekarabia with everything to eliminate him. Don't worry about the goblins that assist him.



Dekarabia tries to hold the gate open so more netherworld creatures can arrive.



Attack Dekarabia and avoid hitting the goblins.



R After the battle, you see the outcome of the fight between Destin and Richard. A huge explosion rocks the ground, the destruction of the Chaos Gate. Richard and Baldwin retreat.

With the Chaos Gate destroyed, Richard and Baldwin have no way into the netherworld.

Mission 10

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Final Chapter: Introduction

A Residents of Capitrium have been thrown into chaos because of the netherworld creatures. This has been lessened to some extent by the return of Archbishop Odiron. Because of the recent events, the church has decided to stop assisting Latium and instead work with the Revolutionary Army. It has concentrated its efforts on protecting the temple and hunting for netherworld creatures.



Archbishop Odiron has returned to his position as the head of the Eastern Orthodox Church.

B Seeing the threat, the Revolutionary Army, has warned Latium of the problem and is seeking a peace accord so that efforts can be made to stop the creatures from the netherworld. There has been no news from Latium yet.



Creatures from the netherworld still haunt much of Palatinus.



Although she is a netherworld creature, Richard still plans to use Zeda.

C Meanwhile, Richard sits in conference with one of his deputies, Thamuz. They have heard nothing from the witch Zeda, who has worked with them despite being from the netherworld. Of a more pressing concern for Thamuz is the recreation of the Caliginous Order.



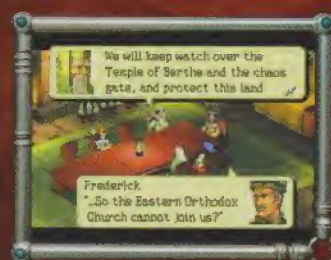
King Procus appears to have succumbed to the Infernal Aura. This bodes poorly for the possibility of peace.

D The door opens, and goblins walk in! Worse, they are followed by King Procus. Has he succumbed to the Infernal Aura?



Even the strong-willed cannot avoid succumbing to the essence of the netherworld.

E Elsewhere in the palace, Baldwin finds himself assaulted by his own knights templar. They are led by Prince Amrius, who also appears to have succumbed to the Infernal Aura. Richard and Thamuz appear and tell Baldwin what has happened. Rather than face their own troops, the three knights flee.



While you won't have the power of the Church to help you, at least it's not against you.

F You confer with Archbishop Odiron. He tells you that the church cannot join your Revolutionary Army. However, it won't fight you, and it'll protect the Eastern Region. You can now march on Latium without fear of being attacked from behind.

G Your plans turn to Latium. There is still no news on the peace accord, and reports suggest that the Brigade of Radiant Cross now controls the Central Region. Lodis works to crush the Bolmaukan uprising, which may prevent it from reinforcing the area. It falls to you to march on the Central Region and the Caliginous Order to complete the revolution. To help, you have been promoted to general.



You now shoulder the hopes of the revolution.



Mission 1: The March to Latium



It's back to Gules Hills for this mission. You're fighting over familiar ground again.

A You start on familiar ground. Go to Gules Hills for your first mission in this final chapter.



On this mission, you fight from the other direction in Gules Hills.

B This time, things are different in Gules Hills. You start in Guntherhaal Station, which was once your ultimate goal here. The enemy is concentrated in Castle Echel, almost due west of your position. Enemy units are reported to be concentrated between you and the castle.

C As the mission begins, your headquarters is assaulted by three powerful groups moving up from the south road near Bellezoppo. Work quickly. Dispatch your groups and start moving some of them south to head off these units. Send damaged units back to your headquarters.



Three enemies are moving in as the mission starts.

Note:

The witch den is in Bellezoppo, and the shop is in Amdelm.



Break through the first three enemies and take Bellezoppo.

D While these enemies are tough, you should be able to destroy them and take Bellezoppo. The town is not guarded, so if you can break through these enemies, you'll have an easy time taking it.

E With Bellezoppo in your grasp, send your troops south again and capture Colgueff, which is also unguarded. Rest here to relieve fatigue, sending one group south across the bridge to liberate the neutral stronghold of Mezzeni.



Colgueff in the south is unguarded and can be easily liberated.

F From Colgueff, go west across the bridge and liberate the stronghold of Kurashino. This one is protected, so you must fight your way in, but a couple of strong groups should be able to handle it.



Finally, another battle. After taking three strongholds without a fight, it's almost a relief to see an enemy.



Destin and Gilbert believe someone is betraying the Revolutionary Army.



G When you enter Kurashino, you meet Destin and Gilbert. If someone other than your character arrives in Kurashino first, Gilbert only says that he needs to speak with you. When you arrive, Gilbert gives you bad news. He and Destin were ambushed. They are of the opinion that someone is betraying the Revolutionary Army. The two of them have decided to withdraw to avoid additional confusion and conflicting loyalties.

Mission 1

Ogre Battle 64

Person of Lordly Caliber



Two more unguarded strongholds? This is almost too easy.

H From Kurashino, cross the next bridge and liberate Amdelm and Fort Bergiga. Both are unguarded, and you can rest here before you push north to Castle Echel.



Where are all of the enemy units? You've avoided them by taking the long way around instead of fighting through the middle.

I From Fort Bergiga, follow the road north and liberate Muji. It is also unguarded. By now, you are a little suspicious. Everything has been much too easy so far. You're a few hours' march away from the enemy headquarters and everything is completely quiet.

J Check back on your headquarters. You may find enemy units approaching from the bridge to the west. If you left a few of your units here, this shouldn't be a problem. If you haven't, use quit gates and send some of your forces back to protect Guntherhaal.



Guard your headquarters at all times.

K March on the castle. Send your units up in force to take on the enemy. As you approach, two additional groups attack you and attempt to force you back. Use your strongest groups to force them away, then move in for the kill.



March across to the castle north of the bridge. You'll finally get a good fight here.

L Rugale the Martyr accuses you of consorting with the denizens of the netherworld, and he won't believe that it's truly the Caliginous Order who caused these problems. Attack him fiercely, and he'll go down in a single fight.



Rugale is convinced that you are the ones consorting with demons.



Could there be a traitor in the Revolutionary Army?

M The way to Latium is clear, but Hugo gives you news that confirms what Destin told you earlier. There is apparently a spy in the Revolutionary Army. Destin's group was badly ambushed, and all contact with Xevac's group is gone.

Mission 1



Mission 2: Betrayal

A Head over to Romulus now for your next mission. Perhaps here you will discover the identity of the spy.



You attack Fort Romulus in your next mission.

B The way to Latium has been secured both by your troops and those of the church. There is still no word on what has happened to Xevac's Southern Tigers, though. Regardless, you prepare to assault Fort Romulus.



Discovering the fate of Xevac must wait until you have taken Fort Romulus.

C For this mission, you start in Lobini in the southeast. Fort Romulus lies a day to the northwest. This is expected to be a huge battle despite the small size of the map, and enemies are spread throughout the area. Fortunately, several good roads lead to the fort, so travel isn't difficult.



Excellent roads give you good access to enemy strongholds, but also allow the enemy to attack you easily.

D Your headquarters comes under assault from several directions at once as the mission starts. You've dealt with this kind of attack before, and this one isn't that bad. Move groups out to intercept the incoming enemies and push them back. It seems like there's no end of the enemies because new ones keep appearing, but eventually, this attack runs out of steam.



These flying groups are the least of your worries. Others attack from the road.

Note:

The witch den is in Ottochaz, and the shop is in your headquarters at Lobini.

E When it does, many of the groups who attacked you at the start of the mission will be resting in Norle, just up the road from your headquarters. Move up the road and take this town, then move the bulk of your units here.



The enemy units retreat to Norle.

Tip:

Enter the stronghold in Norle, and you see the rumor of a spy confirmed: One of your men was seen talking to the Latium Army.



F Taking Norle provides you with a whole new set of problems as different groups of enemies move in to attack. Send out groups to skirmish with these enemies. You can expect these to be much tougher battles, as these enemies are stronger. Several of these groups contain goblins, which put up a terrific fight.



More enemies attack when you reach Norle. Some of these groups contain goblins.

G Any of the enemies you push back from Norle retreat to Ottochaz, located northwest up the road. After your groups are rested and ready for more combat, move here and liberate this town.



Once again, the enemy units retreat, this time to Ottochaz.

Oureg Battle 64

Person of Lordly Caliber

H Also move two groups from Norle north to Bilce. There is a strong enemy here, and leaving this town unliberated puts a very powerful enemy at your back. Prevent this by claiming the town and destroying the enemy.



Taking Bilce prevents a powerful enemy group from moving on your headquarters.



Move a unit down to liberate Murau in the south.

J With Murau taken, move on Sceni, which lies just south of the castle. Some enemies may have retreated here, but these will leave the stronghold and attack you on the road if they haven't already healed and attacked Ottochaz again. Sceni puts you in the perfect position for your final assault.



Expect a number of battles when taking Sceni. Many enemies retreat here eventually.



Enemy units guard Fort Romulus. Break them to reach the fort itself.

K Fort Romulus is guarded by several groups, and others may have retreated here. Move a couple of your own groups to the area just in front of the fort and tempt a few of these enemies into attacking you. Destroy these groups, or at least kill the leaders to clear the path into the fort.

L When you reach the fort, your worst fears are confirmed. The traitor in the Revolutionary Army is Xevec himself. He's allied himself with Proeus and Amrius to push Lodi out of Palatinus. Because the king and prince have achieved the ultimate power, Xevec believes they can win against Lodi, and he thinks they'll make him a noble after the war.



The traitor among you turns out to be Xevec!

M By now, you should be used to attacking the leader of a final group. Xevec is quite tough, but using a Pedra helps whittle him down to size.

N Xevec's last words tell you that Prince Amrius is too strong for you to conquer.



You should be getting used to hearing these predictions of your coming doom.

Mission 2

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Mission 3: Royal Blood

A Once again, your mission takes place at Romulus. Things are a little different this time, though. Instead of a normal mission, you must assault the fort directly and confront Prince Amrius.



Stay in Romulus for your next mission.

B Hugo starts your briefing immediately this time. For this mission, you must assault Fort Romulus itself, which makes some significant differences on your map. The fort is protected by a double set of walls, which your troops must destroy. Because you are not working on a large map, there are no shops and no witch den. You also have a time limit for this mission—you must capture the fort within 12 hours.



You've never assaulted a fortress before, but it's not much different from the battles you are used to.

C Hugo also tells you that you cannot use legions in this mission. He's disbanded your legions temporarily.

The first thing you notice is that time moves much more slowly for this mission. That's a good thing because of the time limit. Forget about watching the time, at least initially. You've got to concentrate on the battle instead.



Head to both doors. There are a lot of enemies inside the gate, and this prevents you from being overwhelmed.

Dispatch your groups and move them out. Send five to each of the two entrances into the fort. Attack from both doors to help you clear out the enemies inside more quickly and effectively.

D Both of the doors are guarded by a single group at each. Move a group directly onto the enemy unit to eliminate it and give you access to the door. Because these enemies have nowhere to retreat to, you must completely destroy these groups to reach the door.



The enemies have nowhere to retreat. You must destroy them completely.

After one of your groups reaches the gate, it destroys it automatically.



F You see a courtyard filled with enemies. Eight enemy groups are milling around in this area, walking in patrols designed to keep you out and force you into encounters with them. Move in carefully, handling a single group at a time, and healing your troops between battles.

The courtyard is packed with enemies moving in patrolling formations. There's no way to get around them.



G Because of the close quarters, it's to your benefit to track down the enemy groups and destroy them completely. Any time you retreat, you run a significant risk of retreating onto another enemy unit.

E It takes about five seconds to destroy the doors. When the doors go down, the perspective switches to a much lower viewpoint. This makes it difficult to see what's going on behind the doors, so pull the view back out to give you a better look.

The lower perspective makes it a little tougher to see what's going on.



Track down enemy groups and destroy them completely. Clearing out the courtyard makes the rest of the mission much easier.

Ogre Battle 64

Person of Lordly Caliber



Converge on the central plaza. You can heal here.

H Proceed slowly and work your way to the central plaza in the middle of this area. It's not an actual stronghold, but it behaves like one. Moving your troops on top of it allows them to heal just as they would in a regular stronghold. Your goal should be to have the two wings of your attack meet at the central plaza.



When you take the plaza, two more powerful enemy groups appear.

I When you take the central plaza, two new enemy groups appear. If you have been diligent about eliminating the other enemies completely, this shouldn't pose too much of a problem. Move out to weaken them, then destroy them completely.

J When you are done, one enemy group remains in the courtyard—the one guarding the door into the next area. Move your best group up to eliminate this enemy. Destroy the group completely to gain access to the door.



Only one group remains in the area; the one guarding the next gate.

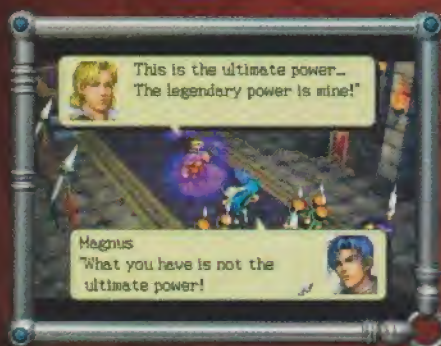
K After you destroy this door, the view again shifts to a lower perspective. There are three enemies behind this gate, including Prince Amrius's group. Move up and take out the first two, then surround Prince Amrius's position.



Destroy this last group and take down the gate to reach Amrius.

L Move your character in to attack Amrius. He is alone and awash in the power of the Infernal Aura. Because he is by himself, he isn't too hard to kill. However, retreat just before you kill him, then move in again and take him out in a second battle. He has a heal, so this may take a few attempts.

Amrius thinks he is controlling the ultimate power. Unfortunately, the truth is that the Infernal Aura is controlling him.



Mission 3

M The reason to pull back is simple: Defeat Amrius once, and he calls in four minions of evil! You must defeat him a second time, and this time, Amrius is assisted by two goblins and two satyroses.



Kill him once, and Amrius comes back stronger a second time.



Amrius brings in reinforcements. This is going to be very painful.

N Worse, Amrius is much more powerful the second time you face him. He casts a spell that can kill even a fully healed unit each time he uses it. When you kill him a second time, he dies for real, his power gone at last.



Amrius is defeated a second and final time.

O After the battle, Saradin tells you his theory about what is currently happening. Humans have infinite potential, but to prevent them from attaining godlike power, they are restrained. When this restraint is removed, humans become capable of incredible feats, but also become vulnerable to the Infernal Aura.



Could Saradin's theory be correct?

P The beings capable of releasing the seals placed on humans are from the netherworld, and many are currently in the Central Region. You must now choose whether to rescue your countrymen currently at risk, or move on King Procus.

Note: There are two possible paths to follow for the next four missions. If you go to the Blue Basilica (Mission 4), you then move on to Mission 6, then Mission 7, then Mission 5. If you go to Ptia (Mission 5), you then move on to Mission 7, then Mission 6, then Mission 4.

Mission 4: Insanity

A You've opted to head directly for the source of the problem, King Procus. Move to the Blue Basilica next.



The Blue Basilica brings you closer to a confrontation with King Procus.

B Procus is aware of your approach, and he is not pleased at his knights' inability to deal with you. Just as he prepares to lead the charge to push you back, his son Yumil arrives, flanked by four powerful creatures.



Yumil returns home to greet his father.

C Yumil claims that he has discovered his true birthright, the ability to control the ultimate power. He demands that his father give him control over the kingdom. Naturally, Procus disagrees, claiming that he himself controls the ultimate power. Procus commands his knight to kill Yumil.



Prince Yumil attempts to wrest control from his father.



Can it be true? Can Yumil really control the legendary Knights of Danika?

D Just then, one of Yumil's guardians steps in to protect the prince. It effortlessly destroys the knight. Yumil informs his father that these creatures are the legendary Knights of Danika, and he again asks for his father's help.



Good roads in the north and south lead to Castle Andvari.

E Back in your own headquarters, Hugo starts the briefing immediately. You begin this mission in Fort Ragny, located in the east. Your goal is Castle Andvari, located two days straight west. Enemy scouts roam the area, and you aren't sure who you are fighting against. Monsters, as well as Central Region and Lodis troops, have been spotted.

Ogre Battle 64

Person of Lordly Caliber

F Start dispatching your groups immediately, and send a few of them south toward Pavia. These groups meet an enemy on the road, and you discover something interesting. Not only are you facing Lodi and Central Region troops, but they are so overcome with the Infernal Aura that the groups contain both regular soldiers and nether-world creatures.

Note:

The witch den is in Pavia and the shop is in Clemona.



The Lodi and Central Region troops in the area have succumbed completely to the Infernal Aura.

C Move in and take over. It may take you a couple of attempts to liberate this town, so as your units take damage, send them back to your headquarters and move different groups down. Pavia is reinforced by a powerful group from the west, but you should be able to take it without too much trouble.



Taking Pavia requires a few battles.

H Your headquarters is attacked as well, but probably by only a single enemy group. This shouldn't cause too much trouble. Send some groups west from your headquarters and march on the town of Perg, located down the road. This puts you well on your way toward the enemy headquarters down both of the major roads.



Expect to see some attacks on your headquarters soon after the mission starts.

I As soon as you take Perg, you are assaulted by massive numbers of enemy troops. Hang tight, retreating your groups back from the town as you need to. Don't be afraid to use your healing items, as there are a ton of enemy groups. Try to rotate your own groups around so that one doesn't take the brunt of the fighting.



As soon as you capture Perg, enemies converge on you.

J It takes a couple of days to clear out Perg and push the enemies back. Pursue and destroy groups where you can, but stick close to the town. When the smoke clears, you have several options.



It takes a few days of constant battles, but after Perg is safe, you can move out again.

K The first is to move your troops from Pavia to Cobigo, down the road to the west. The group protecting this town is strong and contains a priest, but a powerful attack should kill the priest and allow you to take the town.



In the south, move west to Cobigo. A quick battle or two should send the guarding enemy group running.

Mission 4

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L The second option is to move across the bridge from Perg and liberate Bespleme. While it isn't a critical city, it's good to take it and prevent the group here from moving in on your headquarters. One or two strong groups can take this town then move back to Perg to rest.

Liberating Bespleme keeps the enemy from attacking your flanks.



Groups from the western cities move on Cobigo and Perg. They're powerful, but you should have enough groups to destroy them.

M While you are resting in Perg and Cobigo, you are attacked by a pair of enemy groups. The northern group should be no problem to handle, but the southern group contains a pair of pumpkinheads and is very dangerous. Attack in force to push these enemies back, then follow the roads west to Zuinomo in the north and Clemona in the south.



Move all of your troops to Surite, just southeast of Castle Andvari.

N While both Zuinomo and Clemona are relatively close to Castle Andvari, the town of Surite is much closer and a better location. Move all of your troops to this town and get ready for your final assault.



Vapula is waiting to destroy you. He has been completely taken over by the Infernal Aura.

O The enemy leader is Vapula, one of the few remaining Knights of the Caliginous Order. He has succumbed completely to the Infernal Aura.

P Vapula isn't nearly as tough as some of the enemies you have already faced. A strong attack directly on him will kill him. You can also attack his minions instead to leave Vapula to fight solo.



Either attack Vapula directly, or kill off his minions first.

Q Vapula dies, telling you that someday you will understand why he acted the way he did. The destruction of the Caliginous Order left him hungering for the power he had lost, and he took whatever power he could get.



Mission 4

Ogre Battle 64

Person of Lordly Caliber

R After the battle, you meet with one of your scouts, who tells you that all he has discovered are rumors. The person controlling the Central Region is no longer King Procus, but someone known only as the Child of the Covenant or the Chosen. The netherworld creatures are hoping to resurrect their queen, alleged to be the demigoddess Danika.



At least now you know something of the plans of the netherworld creatures.

S This Chosen apparently has a plan to rule over both humans and demons. Part of his plan is the destruction of Lodi. Additionally, he wishes to destroy the rebellion, which means you will face him eventually.



The identity of the Chosen is currently unknown.

T Finally, the scout tells you that Prince Yumil has been seen in Castle Winnea.



Mission 5: The Disillusioned

Mission 5

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A Rather than face Procus immediately, you've decided to free your troubled countrymen. Move to Ptia in the north.



Ptia is a cold land, and much is covered in snow.

B Before your briefing, you see the same sequence of events as before Mission 4. Prince Yumil returns home to his father's castle with the Knights of Danika. He demands that King Procus turn over the reins of control to him so that he can fulfill his divine plan.

Yumil asks for his father's help in realizing his divine plan.



C Hugo starts the briefing immediately. You begin this mission in Billemina, located in the east. Your goal is Vitegith Castle, in the northwest. Many enemy units are stationed in the strongholds surrounding Billemina, and they will almost certainly attack immediately. There are also troops to the east, although they seem less organized.



You start surrounded by enemies, which makes the first few days tough.

D Notice a couple of things as the mission starts. First, there are five groups to the east. While one appears to be marching toward your headquarters, ignore these groups for now. Instead, send three groups out to the north. Keep one on the road and move one just to the right and the other to the left. These groups will block the advance of the three enemies moving in from the north.



Send a few groups to the north to block the incoming enemies.

Note:

The witch den is in Pacrats and the shop is in your headquarters at Billemina.

E At the same time, dispatch three other groups and move them south to the neutral town of

Sheesaku. Move at least two powerful groups here, because an extremely tough enemy is moving in from the west.



While you are taking care of the enemies attacking your headquarters, move on Sheesaku in the south.

F When you have saved your headquarters for the moment, move east and conquer Pacrats. Send a group or two to the bridge to encounter the patrolling enemy. When you fight it, you alert the other four groups, who move on your headquarters.



Attack the first group around Pacrats.

G Retreat and get ready to fight these groups. It seems overwhelming at first, but these enemy groups aren't nearly as tough as they appear. Retreat your groups every few battles so that one doesn't take the brunt of the fighting. Concentrate on the leaders to take them down quickly. Capture Pacrats when you can, mainly because it holds the witch den.



Once you engage them, these units move on your headquarters. Be ready for this attack.



After the massive attack, you shouldn't have any trouble capturing Pacrats.

H In the south, move a unit from Sheesaku to the neutral Fort Guki in the southeast corner. When things have cleared up at your headquarters, march from Fort Guki and Sheesaku toward Baya, in the west. It's an easier march from Fort Guki. It should be unguarded.



Move from Fort Guki and Sheesaku to take Baya.

I Any groups that you've only wounded from the initial attacks will, when they are rested, attack your headquarters. While you are dealing with Pacrats, keep most of your groups at home to fight these off. After you have Pacrats, move the groups that liberated it back to your headquarters, as well.



You continue to be attacked at your headquarters until you liquidate these enemies. Attack in force.



Ogre Battle 64

Person of Lordly Caliber



When the way is clear, move on the two northern towns and liberate them.

J When you've taken down most of the enemy groups, send some from your headquarters up to Furge, which should be unguarded, or protected only by badly wounded groups. Send a few more around the mountain and down into Rete, which should be guarded by only one enemy.



The enemy meets you on the road to Torab Ni and Agnault.

K With these two strongholds in your control, rest everyone up, then send everyone west. In the south, move from Baya to Torab Ni. Have the troops who just took Rete move straight west and capture Agnault.



There's a guy fighting some soldiers, alone!!



Carth the Distressed
"I'm just a little tired... My name is Carth."

Lindel
"...Are you alright?"

Talk to the kid in Furge to be alerted to Carth's presence in Torab Ni.



Carth attacks relentlessly. If you want him to survive the battle, act quickly.

M While this is occurring, move from Furge directly to Vitegith Castle and hit it as hard as you can. As you approach the castle, two very powerful enemy groups appear. Disperse these groups quickly by attacking the leaders and ignoring the powerful troops.



Two groups appear to help protect the castle.

N The leader in Vitegith Castle is another Knight of the Caliginous Order, Amazeroth. Like many of the other enemies before him, Amazeroth is convinced of his own power and does not care that he wields not the ultimate power, but the power of the netherworld.



Be honored... You're about to witness the strength of a god!

The Infernal Aura has spread even here.

O Attack Amazeroth directly. While his minions are tough, he can't stand up to a powerful direct assault. You should be able to kill him before Carth gets to him, which is your goal. Amazeroth dies desiring only more power.



Amazeroth's troops are tough, but he falls if you attack him directly.



P After the battle, you have a chance to talk with Carth. He seems initially upset that you killed Amazeroth, but he's actually grateful that you saved his life. Even more amazing is that Carth was once a Knight of the Caliginous Order!



While initially upset at your "interference," Carth is actually glad you saved his life.

Q Carth fought at the Temple of Berthe, but became disillusioned when he realized that the goal of the Caliginous Order was to make contact with the netherworld. Rather than succumb to the Infernal Aura, Carth fought against it, and against the netherworld creatures.



Carth appears to be the only Knight of the Caliginous Order who didn't succumb to the Infernal Aura.

R He says that he must return to Lodi and tell people what has happened. You warn him about the dangers of this, but Carth heads off to spread the warning of what has occurred at the Temple of Berthe to his people.



Carth returns to Lodi to warn his people of the danger.

Mission 6: Denizens of the Netherworld



Barpheth contains more demonic minions.

A You continue your struggle against King Procus's legions here. Move on to Barpheth.

B Hugo starts your briefing immediately on this mission. You begin in Castle Renevue in the northern part of the map, while the enemy headquarters in the south at Fort Viezey. Your intelligence tells you that the area is controlled by demons. It is unknown what the demons are up to, but you need to destroy them. Hugo warns you that the demons are tougher at night, and you should avoid fighting them then.



This is a large and complicated map. Enemies attack from all sides, and often by surprise.

C Naturally, there are a few enemies to deal with at the start of the mission. Dispatch your groups and send a few out to stop these enemies before they reach your headquarters. You are attacked from the east, south, and west, but only by a few groups.



Enemies attack at the start, but generally one at a time.

Note:

The witch den is in Belce, and the shop is in your headquarters at Castle Renevue.

D It takes a day or so to fight these groups back. When you can, send a couple of your groups east to capture Glebming. This town gives you a direct path south to a few more strongholds.



After you have fought back the first enemies, move on Glebming in the east.

Mission 6

Oxyreg Battle 64

Person of Lordly Caliber

E Also move some units straight south down the road to capture Clemms. The area is unguarded, but two enemy groups appear as soon as you liberate this town, so send down a couple of strong groups to protect the area after you take Clemms.



Move straight south to Clemms from your headquarters.



As soon as you liberate Clemms, enemies appear and move in to attack.



Kelmend is unguarded and easy to liberate.

F Also from your headquarters, send some groups west to liberate the town of Kelmend. It is completely unguarded.

G Move south from all three towns. The units in Glebming can follow the road south and liberate Vitra, while those who took Clemms continue down to Sondrio. Your troops in Kelmend probably need a short rest before they move down to Saro.



Move all of your troops south again to the next three towns.

H All three of these towns are unguarded, and you won't have any trouble moving your forces in. However, after you take Sondrio, an enemy group moves in to attack. In Saro, as soon as you liberate the town, two enemies appear from the west and attack.



Once again, enemies appear as soon as you capture these strongholds.

I Your troops in Vitra haven't had much to do for some time, so move them down the road and into Fort Lebadeia. Again, the town is unguarded, but as soon as your troops move in, enemies appear. Two groups attack from the north.



Send your troops from Vitra to Fort Lebadeia.



The groups that appear after you take this town shouldn't surprise you.

J When everyone is rested, send them to Belce, just northeast of Fort Viezey. Again, no enemies occupy the town, but two groups appear as soon as you take it. Because most of your own troops are here now, these enemies will not be much of a problem. Rest everyone up (the witch den is in Belce as well) and prepare for the final attack.



Converge on Belce. It makes the perfect place to rest before your attack on the fort.

K The enemy leader is a gorgon named Mylmurre, and like cockatrices, she can turn your units to stone. You get a warning about her if you enter the stronghold at Clemms.



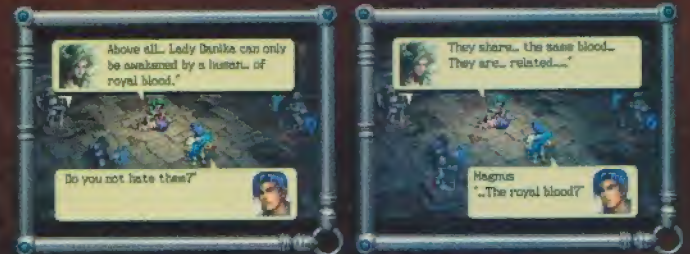
Mylmurre has a deadly attack, but a strong group can defeat her easily.



If too many of your troops are turned to stone, retreat and attack with a different group.

L Mylmurre's attack is deadly. Some of your units will be petrified by her gaze. However, she only gets one attack during the course of the battle. Hit her directly. She isn't very strong, and her relatively low hit point total makes her easy to kill in a single fight.

M After the battle, you confront the gorgon and ask her why demonkind is fighting alongside humans. She tells you that the resurrection of Danika is their true goal, and that she must be awakened by a human of royal blood. Even more, she tells you that Lady Danika and the royal family of Palatinus are related!



Mylmurre offers important information before she dies.

Mission 7: The Lord of Remus Keep

A Move next to Remus Keep. This area was controlled by Leia's father, Lord Silvis, who at one time supported your cause. Investigate the area to discover what has happened to him.



Move now to Argent, the land ruled by Lord Silvis.

B You begin this mission in Tezzla, located in the east. The enemy is in Remus Keep, located to the northwest. Your scouts have found enemy troops on all three roads leading to Remus Keep, and you will be attacked as soon as you enter the area. The enemy is badly disorganized. It may be a trap.



This is a small, compact map, which means that moving is difficult against a lot of enemies.

Leia isn't sure how she will react if she has to fight her father.



C After the briefing, you find Leia standing alone. She is worried about how she will react if she has to face her father on the field of battle. She hopes that her father hasn't given in to the Infernal Aura, because she isn't sure what she will do if she has to fight him.

D Your headquarters is gang attacked as soon as the mission starts. Many of the enemies aren't that tough, but their ranks are mostly undead creatures; they regenerate unless you destroy the entire group or kill them with holy swords. There are also a number of pumpkinheads to deal with, which means you better stock up on healing supplies.

Note:

The witch den is in your headquarters at Tezzla, and the shop is in Orozei.



There's no time to waste as the mission starts. Enemies start moving in right away.

Characters with holy swords do well against the undead and can destroy them permanently.

E There's also a unique group moving in from the north. It is headed by a vampire. The vampire is extremely tough to kill, because his attack not only drains hit points from your troops but heals himself as well. His group can't move in daylight, though,

and if you attack him during the day, he can't defend himself. He's also virtually impossible to damage during the day, but if you attack his troops with paladins, he will be easier to kill.



Attack the vampire during the day to destroy his minions and increase his vulnerability.

Ogre Battle 64

Person of Lordly Caliber



The enemy groups are fleeing, but you may still want to stay at home.

F It takes anywhere from one to four days to fight off all of the attackers around you. Keep sending your groups out to fight the enemy, then pull them back to heal.



H Send your remaining groups south to Orozei. A third legion is moving along this southern road, so Orozei will take some heavy attacks. The groups you send here must be among your most powerful.



A third legion moves in from the south.

J The good news is that the enemy leader in Remus Keep is not Leia's father. The bad news is that Reucharle is a very powerful lich who attacks with a spell of incredible power. Move in, sending Leia in to confront this hideous creature first.



Leia's group heads to Remus Keep to face Reucharle.

L You should expect to lose at least one person during the battle. Reucharle's spell is simply too powerful to avoid taking a loss or two. Pull back if you need to and attack with other groups, although Leia should be able to handle it.

M After the battle, she confronts the defeated lich and tells him that this is what he deserves for killing her father. Before he finally dies, Reucharle tells her that he didn't kill Lord Silvis. Leia's father took his own life to prevent himself from being overtaken by the Infernal Aura.



He didn't want to succumb to the Infernal Aura, to be enslaved by his desires...



An honorable man indeed. He resisted me even after his death...

Leia's father died by his own hand rather than submit to the evil in the land.

G In fact, it's a good idea to stay in your headquarters for several days. After the initial attacks, two legions move in, one from the north and the other from the west. Send groups out to intercept them, and when you have pushed them back, move some troops to Fahno and Meltaus.



Two legions move in on your headquarters. Block their progress and destroy them as quickly as you can.



With the legions destroyed, you can start moving to the enemy strongholds.

I When the three legions have been destroyed, along with the units that attacked you initially, you've dealt with just about everything on the map except the units in Remus Keep. Send the troops in Fahno and Meltaus to Caralla, and move the groups in Orozei to liberate both Griena and Troguil.

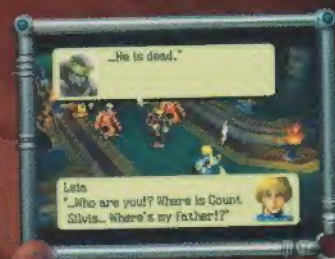


With the legions destroyed, the map should be virtually clear. Move to the other strongholds.



There may still be some straggling groups. Fight them on the way toward the keep.

K Reucharle tells Leia that her father is dead. Leia is infuriated, of course, and demands to know if this evil creature killed him, but Reucharle refuses to answer.



...He is dead.

Leia: "Who are you? Where is Count Silvis... Where's my father?"

The fate of Lord Silvis is not a pleasant one.



Mission 7

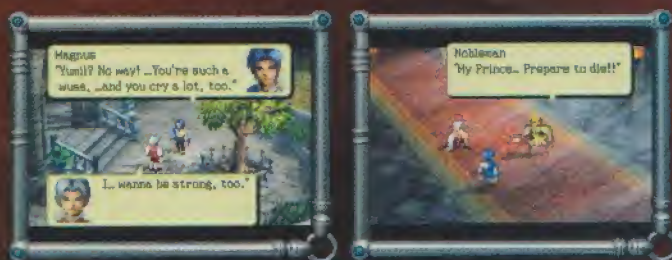
Mission 8: March on the Capital

A The time has come to march on the capital of Palatinus. Move to Latium to begin your siege of Winnea.



Move in to Latium next to confront the remaining troops of the Central Division.

B Before this mission starts, you see a series of flashbacks from your youth, especially concerning your friendship with Prince Yumil. Not every memory is a pleasant one, though, and the assassin's attack on Yumil is particularly painful.



You relive some of your past history with Prince Yumil.



This memory haunts you most of all.

C While you tried to prevent the assassin from killing the prince, you could do nothing, and it was your father who acted in Yumil's defense. It's something that continues to haunt you—the inability to do what needed to be done when it mattered most.

D Hugo senses something wrong with you at the start of the briefing, but he tells you about the current situation right away. You start this mission in Latina, located in the north. To win this mission, you must capture both Fort Toydebelt and Fort Toyderich, both to the south. Massive numbers of enemy troops are on the march toward your position, expecting to destroy you and the Revolutionary Army all at once.



This is a small map, but you can expect a lot of enemy resistance.

E After the briefing, Hugo warns you that you must prepare yourself for battle, even if it means facing Yumil. You tell him not to worry—even if you must face Yumil, you won't stop fighting to save the kingdom that Yumil loved.



You will be forced into facing Yumil soon. You must not let that stand in your way.



Two huge legions appear to the east and southeast as soon as the mission begins.

F The beginning of this mission and the first few days are brutally tough. Three legions approach your headquarters as the mission starts, two with three armies each and one with the maximum of five. Worse, two start very near your headquarters, moving in from the east.

Note:

The witch den is in your headquarters at Latina, and the shop is in Gaeta.



If you can hit the central group of the legion, you will disperse it and make your following battles easier.

G This is not an easy situation. You need to send a couple of your own groups out to weaken these legions as soon as possible. Any damage you do to them is worthwhile, and any groups you can destroy or creatures you can kill will make the ultimate assault on your headquarters that much easier. It may not seem like much, but it can make the difference between success and failure.

Ogre Battle 64

Person of Lordly Caliber



Move these units back to your headquarters after each battle or two so they can move back into position to help guard the headquarters when the legions arrive. After the legions arrive, retreat your groups out of battle every so often so that one group doesn't take the bulk of the fighting. Keep using your healing items and try to get all of your groups into the conflict.



The first two legions have been dramatically pared down, but the third one is on its way in.



The bad news is that after you have dealt with the first two legions, the third one will be within striking distance. Attack with the groups that are in the best shape, hitting them as far away from your headquarters as possible.



The enemy legions have all been dispersed. Now rest your troops and concentrate on taking the strongholds.



After you have dispersed the legions, the map will be pretty messy. Get some extra experience for your troops (particularly those lagging behind in levels) by hunting enemies down and destroying them.



Otherwise, rest your wounded troops in your headquarters.

Move everyone back home to heal after dealing with 11 enemy groups.



There is some good news. After you have dealt with the three legions, there's very little left to take care of in this mission. In fact, there are only four other enemy groups aside from those in the three legions.



Start moving out to the other strongholds immediately, capturing Gaeta to the west and Ven Vahagh in the east. Both should be either unguarded or protected only by groups you've already damaged.

When everyone is ready, move out to take the enemy strongholds.



After you take these strongholds, continue moving your troops. Pause for a short time in Gaeta to use the shop and replace any healing items you used in the first few days. Move from Gaeta to Vulge at the center of the map, and send the troops in Ven Vahagh all the way south to liberate Gothpikki. Both of these towns are guarded by a single enemy group.



Clean up a few of the units from the legions.



Don't forget about Gothpikki in the southeast.



You now have only the two forts to conquer to complete the mission. Fort Toyderich, the eastern of the two, is easier to get to via the roads and makes a good first conquest. Send in a group and attack.

Tip:

Another possibility is to send the troops in Gothpikki to Fort Toyderich and the troops in Vulge to Fort Toydebelt and attack at roughly the same time.



Move in on Fort Toyderich first. The army here is a little easier to get rid of.



Mission 8

N Both forts are guarded by Knights of Danika and four minions. The knights are powerful attackers, but don't have any special abilities that you need to be careful of. Simply concentrate your attacks on the leader. After the leader is dead, the other units in the group vanish, allowing you to take over.

The Knight of Danika likes to shout, apparently.



Note:

You cannot liberate Winnea at this time. You cannot even move your troops into this city.



A powerful attack and good combined magic can handle the first Knight of Danika.

O Repeat this with Fort Toydebelt in the west. A single group can handle it easily, although this group is a little bit tougher than the other. After you have both forts in your control, the mission ends.



Move in on Fort Toydebelt next.

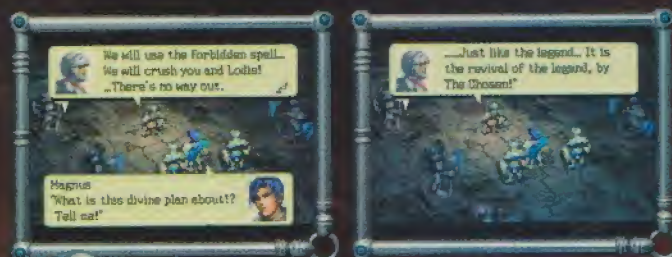
The knights aren't that hard to kill if you attack them directly.

O You also get a glimpse of Prince Yumil, who unfortunately seems to be slipping into madness.



Is Yumil going mad? Or is he truly that powerful?

P After the battle, you confront one of the soldiers who fought against you and ask him about the divine plan of the Chosen. He tells you that the ultimate power has come at last, and that the Chosen will use the forbidden spell on both the Revolutionary Army and Lodis and bring peace back to the land. The soldier is convinced that the Chosen is truly the Progenitor returned!



The soldier of the Central Region tells you of Yumil's plan.

Mission 9: Promises

A Your next mission is to assault Winnea. You don't need to travel to get to your assignment.



You are already in position for your next mission.

B Before the mission, you see some important events. First, it appears that your father, Ankiseth, has located Prince Yumil and is with him now. He wants to take Yumil away from Winnea to protect him, but Yumil, infused with power, wants to stay. Worse, he is no longer Prince Yumil, but King Yumil the Chosen!

Ankiseth confronts King Yumil the Chosen.



C Procus arrives, and Ankiseth is disturbed by the presence of the former king. They argue, and Ankiseth takes out his sword and slays his former ruler, who has sunk too far down into madness to be saved.

The former king arrives, and Ankiseth the Steadfast does what he thinks is best for the kingdom—he kills Procus.



Oreg Battle 64

Person of Lordly Caliber

D But Yumil is disturbed by Ankiseth's apparent doubt of Yumil's power. Yumil says good-bye to his former guardian, and sends both him and the body of his father to the netherworld!



Yumil destroys his father and his former protector.

E Dispatch your 10 best groups, sending five to the door directly north of your starting position and five to the southern door. Wait on the gate in the east for the moment. Your first concern should be getting



inside the first set of walls, and doing so from two locations will help you split the enemy forces. Don't worry about being attacked until you actually breach the walls.

Move out right away. It doesn't pay to hesitate.

Two groups led by black knights attack immediately. Others follow close on their heels.



H It's the opposite situation at the southern gate. After you blast through, you're confronted by a large number of powerful enemy groups. Two move in to attack you and more follow from the east and west. Move up the road and take on the first few with your strongest groups while your others take the stronghold—you'll need it between battles.

While a couple of groups fight off the attackers, the others make a play for the stronghold.

J When things are a little calmer in the middle, move out against the western inner gate. There's only a single group here, but it has nowhere to retreat, so kill it to gain access to the gate.



Send in a powerful attacker to clear the way to the gate.

I Concentrate most of your attention on the groups in the south. In the northwest, you only have two groups to deal with, plus the one guarding the next gate. In the south, the units that normally guard the eastern gate move down the road to attack.



Expect constant attacks from the east.

Mission 9

K Things are still messy in the south. Send out groups to destroy the remaining units if you wish. Make sure you at least destroy the leaders of all of the enemy groups in the area. When you are ready, move out against the group guarding the gate.



It can take some time before you are ready to break down the gate in the south.

L When you break down the middle gate, you get a view of the interior of the castle. You discover four additional groups of enemies patrolling the roads and a fifth guarding the gate to the innermost area.



At least the center is less crowded than the area you just came from.



Destroy the final group in the outer area.

M While you are moving your groups in to the middle area of the castle, swing off a couple of units from the southern groups and take the stronghold in the east. Only one enemy group is in the area, and it's guarding the gate. Take the stronghold and destroy the group here.



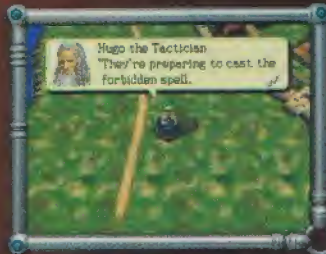
The daemon looks a lot tougher than he really is. He's not much different than a black knight.

N In the middle, move to the central garden (the stronghold) and capture it after you have destroyed all four of the enemy groups roaming the area. Once here, rest up. The group at the gate is led by a powerful daemon.



Head into the final area.

O With the daemon's group gone, move in and knock down the final gate. Behind it, you see two more groups including Prince Yumil's. Take out the group guarding him first.



Pay no attention to Hugo's warning. You still have plenty of time.

P At 13:00, Hugo alerts you that they are planning to use the forbidden spell. Don't worry about this too much. You still have a good six hours to complete the mission, and you should only have the inner palace to take care of at this point.

Q Move everyone who is healthy in to assault the inner area. Have groups that still need rest or healing hang back instead, waiting in the central garden until they are fit for battle. Move in on Yumil's group first.



Have your other groups prepared to back you up if you need help against Yumil's group.



Mission 9

Ogre Battle 64

Person of Lordly Caliber

R Yumil's group consists of himself and the other two Knights of Danika. Before you fight him, you talk with him at length about the events that have transpired. Yumil tells you that he has achieved the ultimate power and that he will remake the world. He wants you to stand by him, but he will not tolerate any more rebellion.



Yumil wants you to help him, but can he really be trusted?



Mari stops you from coming too close to Yumil.

S After the battle, you approach Yumil, but Mari enters and tells you to keep away from him. She tells you that Yumil truly did attain the ultimate power.

T Before she can continue, Yumil tells her to stop, and he continues the story himself. He tells you of the legend of the goddess Danika. When Danika became the queen of the netherworld, the goddess Berthe divided Danika's body into five parts and imprisoned them in the earth. Danika's arms and legs became the Knights of Danika, the keepers of the Chaos Gate.



Yumil starts to explain his strange story.

U Danika's soul slept. By chance, the Progenitor found the Chaos Gate and encountered the Knight guarding it. He made a pact with the Knight—in exchange for the ultimate power, the Progenitor had to give up one of his descendants to Danika. It turns out that this descendant was Yumil, the Child of the Covenant.



Yumil was the Progenitor's price for gaining ultimate power.



Yumil explains his awesome power.

V Danika continued to sleep, but longed to awaken again. To do this, she needed a body to dwell in. She effectively took over Yumil, as her part of the bargain with the Progenitor. Yumil's power is actually Danika's power.

Mission 9

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W Mari picks up the story next, telling you that Yumil decided to rule over both the human world and the netherworld after he learned of his destiny. She also tells you that if you had joined with Yumil, everything would have ended in victory!



Can the battle that happened really be your doing?

X You disagree, naturally, reminding Yumil that he wanted peace for the people, not domination for himself. As you talk with him, Mari draws a knife! Yumil doesn't appear to think she is dangerous and tells you that everything is fine.



What is Mari thinking?

Prima's Official Strategy Guide



Can this truly be the end of King Yumil the Chosen?

Y Yumil tells Mari he wishes to go with her. She seems possessed though, and stabs Yumil through the heart!



Zeda clearly has plans for Mari.

Z Just then, Zeda appears. She is upset at the apparent demise of Yumil, who is the repository for the soul of Danika. She grabs Mari and vanishes.

1 You are left alone with Yumil, who is dying. He tells you that now that the Knights of Danika are destroyed, you must protect the seal at the ruins if he dies. If the seal is broken, Danika will be resurrected.

While you don't want to talk about these things, Yumil insists. He tells you that if Danika does return, the battle against the netherworld will spread to cover the whole earth.



You still have work to do if you want to prevent the netherworlders from spreading throughout the earth.

2 Yumil also tells you of the fate of your father, and begs you to forgive him. Before you can, he dies.



Yumil dies, begging for your forgiveness for taking the life of your father.



While the revolution has ended in success, there is still work to be done.

3 The scene now switches to the interior of the palace where you, Frederick Raskin, and Hugo are talking. The battle with the Central Region is now over, but there is still work to do. You ask Frederick's permission to leave and protect the seal at the ruins to prevent the ogre battle from taking place.



Frederick offers some parting words of advice.

4 Frederick approves your leave, but gives you some parting advice. He tells you that you are too interested in battle and you must think of others instead of just yourself and your enemy. With that, you leave to go to your next fight.



Mission 9

Mission 10: Advocates of the Darkness



You don't need to play this mission, but you can if you wish.

A Before you head to the final missions, there is another one you can take care of in the north. Head to Tybell and prepare for the mission to come.



This area is controlled by daemons, but people still want to live here.

B As Hugo starts the briefing, he tells you that this area holds no strategic value. However, there is a concern. Daemons seem to rule the land, but because it is peaceful, huge numbers of people are moving in.

C You start this mission in Pazano, near the center of the map. You must capture Castle Lloydgust, a day to the west. Your enemies are demons, led by even more powerful creatures. You have a difficult fight ahead of you.



You start in the center of the map, which makes things hectic at first.

D Soon after the mission starts, you catch sight of a four-unit legion moving in from the west. At the same time, a flying unit is coming from the north-east, and other units are moving up from the south and southwest. Dispatch a couple of groups to head off the legion and prepare for battle against the flying group.



Expect to be attacked by a powerful legion on the first day of battle.

E Expect things to get pretty messy and pretty confusing right away. Pause the game after each fight and take stock of the current situation. Retreat back to headquarters when you need to, and keep in mind that with all of the enemy groups in the area, you may want to give a group orders that lead them out of the path of the enemies before they head back home.



As you kill off group leaders, the area gets very confusing.



F Once you can, send a group out to capture Raguz in the east. It's neutral, but it's worth taking if just to keep it out of enemy hands. Have your other groups take care of the enemies still milling around. You should be taking out leaders, especially from the legion, so there will be a few day's worth of fighting to clear out the rabble.



It only takes a minute to send someone over to capture Raguz.

G While they are out taking care of the enemy groups, move someone into Cheleftu, which is straight west of Raguz. This stronghold is unprotected and easy to capture.



Liberate Cheleftu in the middle of the map to prevent wounded enemies from healing there.

H The roads should be pretty clear at this point, so start moving out in force. Send the bulk of your units down the road to the west and capture Kaless Ande. It's held by a single unit, but if you attack with several of your own, it won't be that hard to take.



Move out toward Kaless Ande in force. Take this town by storm and destroy the guardian group completely.

I Now you have a decision to make. Letze sits in the south, and is currently unprotected. It's also the location of the witch den. Any groups that have lost a unit in the fighting at the start of the mission should liberate this town and use the witch den to resurrect the dead troops.



Move any groups that have lost a unit or two to Letze's witch den.



Lokry is heavily guarded and requires several of your groups to pacify.

J There is a much more serious situation in the northern town of Lokry. Any groups from the first attack will be here healing, and two groups guard this town besides. Send your remaining groups from your headquarters here, and add a group or two from Letze.



Be warned: The leader of the group in Tricaeze is a gorgon.

K This puts you in a great position. Move everyone from the three central strongholds and have them converge on Tricaeze. The single group guarding this location is no match for the combined might of your entire army. Liberate this town and rest. You've got some difficult walking ahead of you.



Move down to the bridge to head off these two enemy groups.

L When you take Tricaeze, the two groups waiting in front of the castle start to move on your position. Send some of your groups south to the bridge to cut them off. These groups look a lot tougher than they actually are.



Move everyone who is ready up to the castle and pitch camp.

M Now send everyone across the bridge and up to the castle. Because the walk is difficult, have the group camp out to rest before hitting the castle itself. When you are prepared, head in.

N The enemy leader is a daemon named Frohm. He calls himself "the Idealist" and claims that he is creating a place where people are truly free to do whatever they wish, just like in the netherworld. That might sound great, but it also means that people are free to hurt each other.



Frohm sees himself as an idealist, but his ideals aren't that good.



Mission 10

Ogre Battle 64

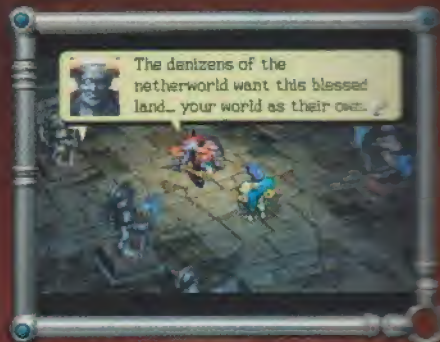
Person of Lordly Caliber

O Frohm leaves himself open to attack, fortunately. You should be able to kill him, although if he casts a spell with the help of his two back rank black knights, he can cause a lot of damage to a few of your units.



Hit Frohm directly; you should get him in one combat.

P Before he dies, Frohm tells you that in the netherworld, the only law is strength. The strong do whatever they wish. He also tells you that the denizens of the netherworld want your world for their own.



You suspected this, but it's good to get confirmation.

Mission 11: The Battle Rages On

A It's time to finish what you have started. Head to Aurua Plains to move on the ruins and protect the seal.



Your final set of missions begins with Aurua Plains.

B Before the mission starts, you see Zeda and Mari walking through a field. Mari doesn't want to continue, and just as Zeda is about to use a spell on the girl, a voice interrupts her.



The death of Yumil has not stopped Zeda's plans to resurrect Danika.



Once again, Zeda and the Caliginous Order join forces.

C The voice belongs to Richard Glendale! Zeda looks to cut a deal with him immediately, telling him that she will get him the blessings of a god if he will help her break the seal. Richard doesn't trust her, because she has already double-crossed him once, but he agrees that they have common interests. He says he'll help her if she'll help him.



To get to Mount Keryoleth, you must first go through this area.

D At the briefing, Hugo tells you that demons have been spotted on the road to the west, likely heading to the ruins at the foot of Mount Keryoleth.



This is a large and complicated map. If you aren't careful, you will be overwhelmed.

E For the mission, you start at Fort Randrich in the southeast. Anderout Station is a full two days to the northwest. A number of roads lead to the station, and the way is further complicated by a pair of rivers cutting through both north and west of your location. The main forces appear to be waiting on the far side of the rivers.

Mission 11

F The good news is that you have some time at the start of the mission to deploy your troops and get them moving. Hugo's report was correct, and most of the enemies are across the river or close to it. Dispatch troops to the three strongholds in the northwest. Only the middle one, Landeck, is guarded, and you will probably meet this enemy on the road.



Start your groups moving immediately. They encounter enemies on the road, but better there than in your headquarters.

Note: The witch den is in Tranus. There are shops in both Landeck and Apertine.

G Another enemy group heads down the road from Albesta, so the troops taking the northeast and northwest strongholds here should fight this group back as well. Destroy this group and move up a couple of your groups to liberate Albesta.



Attack whatever comes toward you, and press on to the next stronghold.

H In the west, near Landeck, another group moves in, while a fourth comes in from the southwest. Push your way through these enemies and finish liberating these first few strongholds. You should be able to destroy the groups completely in just a couple of combats. Take stock of the situation.



These first battles are just warm-ups for the assault to come.

I The situation suddenly gets very ugly. Two legions are moving toward Landeck from the north and west, while another comes from the northeast down the road toward Albesta. A fourth legion is moving from the west toward your groups in Brode. Hang tight in all three locations, fighting these enemies back as best you can. It takes some time to destroy them or render them useless, so keep battling and try to hang on to the strongholds for healing purposes.



Four legions move in toward your position. Act quickly or you'll be starting this mission over.



Hit the central unit when it crosses the bridge and you can make your life a lot easier.

J Attack as these legions cross bridges whenever possible. The central unit always crosses first, giving you a good chance to disperse the legion entirely.

K It takes a couple days of battle to fight back the legions. The biggest concern is the middle, as the legions attempt to pass by Landeck and move toward Le Vin and your headquarters. Cut them off if you can, or simply use quit gates to send troops home and redispach them.

With the legions destroyed, you should pursue any remaining groups to get rid of them completely. In the north, this takes you up to Bartasake, so go ahead and liberate this town.

Pursue the enemies and take any strongholds you come across.



Mission 11

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Zarbow makes a good place to rest before moving on the fortress.



L In the south, send all of your groups currently in Brode west to Zarbow. It's a long walk, but it should be pretty uneventful. If you've completely destroyed the legion here, there shouldn't be anything in your way.

Ogre Battle 64

Person of Lordly Caliber

M Taking care of the middle is a little trickier, because there are two strongholds to capture. The easiest way to divide it up is to send any-

one in Le Vin to Transus, which lies on your side of the river. The groups resting in Landeck should move across the river and liberate Apertine. Move the troops from Zarbow up to Apertine after they are rested.

Capture both of these towns at the same time. You're already almost finished with this battle.



Everyone should end up in either Kaysegg (shown here) or Apertine.

N There remain only two places to conquer. The first is Kaysegg, an unguarded stronghold in the north near Anderout. Move your groups from both Transus and Bartasake to take this town and prepare for the final battle.

O The leader waiting for you in Anderout is Thamuz, one of the highest ranking members from the Caliginous Order. He is Richard's right-hand man, and one of the few people Richard trusts completely.



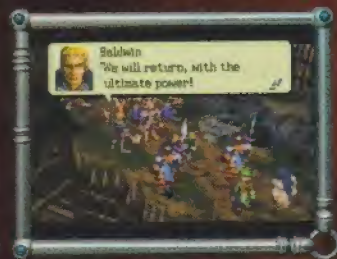
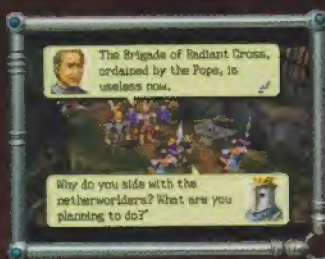
Thamuz will be a worthy opponent.

P As soon as you approach Anderout, two enemy groups appear and march out of the fortress toward you. As you might expect, these are very strong enemies, so be prepared for them. March in your units to knock them back, then head into Anderout.



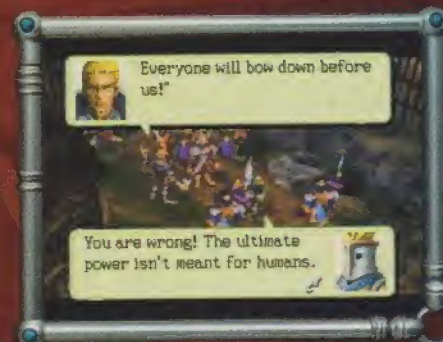
Here come the enemy units as you near the fortress. Prepare for battle against these before you take on Thamuz.

Q When you confront Thamuz, he is flanked by Baldwin Glendale. They tell you that thanks to the Revolutionary Army, the Caliginous Order and the Brigade of Radiant Cross have been destroyed. They can't return to Lodia in this condition, so they will return with the ultimate power!



They still want the ultimate power and claim they can't return to Lodia without it.

R Just as Baldwin's gloating peaks, Thamuz tells him to leave. He says that he will handle your troops while Baldwin and Richard destroy the seal and resurrect Danika.



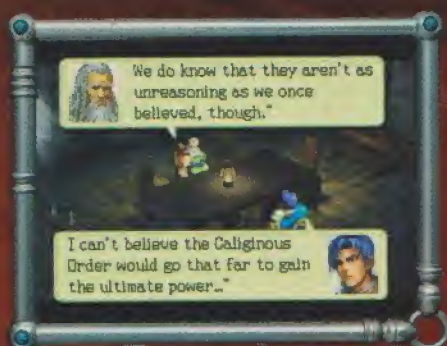
It appears that Baldwin's reasons for wanting the power are more than a little selfish.

S This battle is a little tougher than you may be used to, because Thamuz is hiding behind one of his troops. It makes him tough to kill unless your attack group contains a lot of missile troops. Weaken him by taking out his minions, then move in for the final kill.

Thamuz is easier to kill if you knock off some of his other units first.



Mission 11



T After the battle, Hugo tells you the remaining members of the Caliginous Order are using Castle Talpaea as a base of operations. They are definitely working with the denizens of the netherworld.



U Hugo also tells you that you can't travel directly to the ruins, because this will leave you exposed to the enemy troops at Castle Talpaea. He tells you to assault the castle. More importantly, there is a report on the ruins stored somewhere in the castle.

Things are still grim. You have more battles to fight before your complete victory.

The report on the ruins may help you plan more effectively.

Mission 12: Pressure

A To reach Castle Talpaea, you must travel through Wentinus.



Move on to Wentinus to prepare for Castle Talpaea.

B Before the mission, you see Richard and Baldwin talking in Castle Talpaea. Baldwin tells his older brother that Thamuz has been killed. Richard seems more upset at Baldwin's intrusion than the death of his friend.



Richard's anger seems to be a little misplaced.

C The only reason Richard wants Baldwin alive is because Baldwin still has tasks to perform. As Baldwin leaves, Richard reveals that Baldwin will be the holder of the ultimate power!



Richard's plans involve giving the ultimate power to Baldwin.

D For this mission, you start in Hopedale. Your goal, of course, is Castle Talpaea, just half a day's march to the northwest. The region is lightly guarded by the enemy, but Hugo suspects a trap.



The battle takes place on a small, crowded map. This will not be easy.



Things start out looking calm, but they get very busy quickly.

E Things start slowly, but, just as Hugo suggested, everything gets heated quickly. A single unit moves in from the east. But just as you think this is all you have to deal with at the moment, a whole slew of units appear in the west, headed straight for you.

Mission 12

Ogre Battle 64

Person of Lordly Caliber



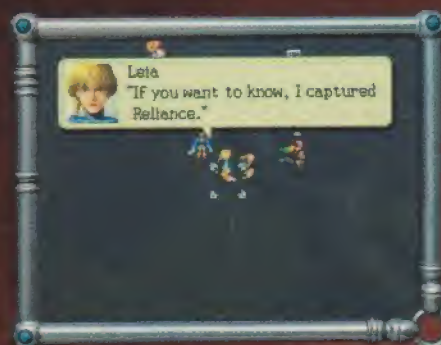
Send your groups out to stop the enemy.

F By now, you should be used to sending out groups to block the progress of the enemy. Send a few up the road to the west to stop the enemies from moving in. Also, send some to the southwest to fight the flying units moving over the high ground.



It takes a few days for you to clear everything out. You get hit by eight enemy groups. Hunt them down and destroy them completely before you start in on the strongholds.

Of all of the strongholds surrounding you, Reliance in the southwest is the



easiest to take. Send a couple of groups here to liberate the town. The only units here are any flying groups that you pushed back over the mountains. If you deal with these completely when they attacked, this town will be vacant.

Taking Reliance in the southwest is one of your first goals.



With Reliance in your control, move east and liberate the town of Cartwright; the witch den is here. Move any groups who lost units to this stronghold to resurrect them.



Move out to grab Cartwright. The witch den is here, which makes it valuable.



From your headquarters and Reliance, move toward Yves Guibiques in the west. At least one enemy group guards this town, and others may have retreated here after their initial attacks or from your attack on Reliance.



Liberating Yves Guibiques in the west gives you control of the entire southern portion of the map.



Your next conquest should be the central town of Igglurick. This gives you excellent access to Castle Talpaea and allows you to surround the last remaining stronghold of Timmins. Use the groups that took Yves Guibiques and anyone still in your headquarters to liberate this town.



Start moving your units up to Igglurick. An enemy meets you on the road.



When you take Igglurick, three enemy groups appear around Timmins and march on your position. Send the groups in Cartwright north to take this town while the units you just moved into Igglurick handle the enemies. The shop is in Timmins, but at this point, you should have enough of everything to see you through to the end of the game.



More enemies appear when you take Igglurick. Send your units in Cartwright up to take Timmins.

Mission 12



With all enemy resistance gone, congregate in Igglurick.



After destroying these units and liberating Timmins, move everyone down to Igglurick and rest them for half a day or so. When you are ready, cross the bridge and prepare your siege of Castle Talpaea.

M As you approach the castle, two enemy groups move out to intercept you. These groups are a lot easier than they appear, and you will have no trouble dispatching them completely. When they are gone, move in on the castle.



More enemies appear when you near the castle.

N It should come as no surprise that the main enemy is Baldwin Glendale. He tells you that he will have his revenge on you for killing Thamuz, and he won't listen to reason about the evil that he and his brother have embraced.



Baldwin still wants power, but he also wants revenge.

O Baldwin's group is quite powerful, so attack with a powerful group of your own. If you knock him into the back row, be prepared for him to cast a very powerful and nasty spell against your troops. With a little luck, you can take him out in a single battle. If you're having trouble doing this, send in groups to take down his minions first.



Hit Baldwin with powerful spells to knock him down quickly.



Baldwin is defeated, and with a curse, he vanishes.

P When the battle ends, Baldwin curses you and simply departs. You will have to face him again, and soon.

Mission 13: Adversaries

A You are already in position for the next mission. Head to Castle Talpaea to begin your siege:



You're set to go with your siege of Castle Talpaea.



B Things start inside Castle Talpaea, where Richard is criticizing Baldwin for failing to stop you. He tells Baldwin to go to the ruins while he stops your advance.



Richard is upset with Baldwin's failure to stop you.

C Once again, you face a siege, which means no witch den and no shop. You must take Castle Talpaea before Richard and Baldwin can destroy the seal. The castle is protected by two walls, and there's only one way in through the first wall. Worse, there are only two stronghold areas inside the castle. The good news is that Castle Talpaea is much smaller than Winnea.



Everything is concentrated in the middle on this map.

Mission 13

OgreBattle 64

Person of Lordly Caliber

D This siege is slightly different from the two you have already undertaken. For one thing, your encampment is much closer to the enemy gate than usual. Second, in addition to the enemy group guarding the front gate, there are two others outside. Send a couple of groups to the gate while others move on the roads east and west, and destroy all three groups outside the castle before you move in.



Send out your groups to deal with the first three enemies.

E When you finish handling these three groups, send your troops **back** to the encampment to rest and heal. Send at least five of your groups to the gate and blast through it. It appears that there is no one **waiting** inside for you. Move in carefully.



March on the gate in force. You need several powerful units to destroy the enemies that wait behind it.



When you break down the door, it appears that the courtyard is vacant.

F There's an enemy just inside to the left. Attack and destroy this group and move everyone in the area to the middle of the road, just south of the crossroads. Let the enemies come to you one at a time. Seven groups will hit you. Keep your troops here for now, and have anyone who's badly wounded retreat, while the others move back slightly and stand their ground.



Hit leaders to disable these groups, then destroy them at your leisure.



Make your stand on the road past the gate.

G Your troops in the encampment should be rested, or close to it by now, so move them in next and have them push their way to the two strongholds.



Move up the rested groups and push to the strongholds.

H As you take the strongholds, four additional enemy groups appear. Two show up between the strongholds, while one moves in from the east and another from the west. They attack each of the two strongholds in pairs, so send at least three or four groups to each stronghold at the same time.



Take the strongholds with several groups so that you are prepared for the enemies.



You have lots of time, so take a breather and get your troops healthy again.

I With the strongholds safe and these four enemies taken care of, you've put yourself in an excellent position. You have destroyed or rendered useless fourteen enemy groups, and only five remain. Better than that, you should have at least nine hours left on the clock. Rest your troops for about an hour.

Mission 13



Move out against both gates at the same time.

J When you are ready to go, send out your troops from your two strongholds. Some of your groups may still be badly damaged. Either leave them in the strongholds or use healing items and bring them along. In any case, you need at least three groups to move against each of the two gates.

K Destroy the two gates simultaneously. Behind them, you spot two more groups protecting the way up to the castle. Any group that attacked the gates and is still in good shape should move in and go for these two enemies. The others should retreat back to the strongholds. Even if you rested for a good hour in the strongholds earlier, you should have plenty of time remaining, so don't worry about falling back a little.



There are just a couple of enemies behind these final gates.



Take out these last two guards before moving everyone else into this area.

M Aim right for him. It's a good idea to attack with a group that contains some powerful magic and can combine it into a very powerful spell to help shut him down.



Powerful combined magic helps nullify Richard's minions and strips him of hit points.

O Before you head to your final battle, you see a scene with Baldwin and Richard. Richard wonders why Baldwin hasn't yet left to go to the ruins. He commands his brother to leave.



Richard didn't expect to see Baldwin still hanging around.

P Baldwin has had enough. He turns and runs his brother through with his sword!



This is unexpected!

Q While Richard lies dying, Baldwin tells him that he is tired of Richard always telling him what to do. Worse, he is upset that Richard didn't care about the death of Thamuz. Baldwin leaves, planning to take the ultimate power for himself.



Baldwin has killed his own brother in his quest for ultimate power.

L When these enemies have been destroyed, move everyone in and go for the kill on Richard's group in the castle. He is flanked by a pair of powerful dragons, but he's also exposed, so you can attack him directly. When you meet him, he is impressed that you've managed to come this far. While you object to his desire for the ultimate power, he tells you that the world is continuing to fall apart, and the ultimate power will help him remake it.



Richard can talk all he wants, but his plan is still evil.



N When the battle ends, Richard laments that you have defeated him. However, he realizes that if the seal is broken, he can still win, and he vanishes. You still have one battle ahead of you.



Richard is defeated, but he isn't dead.



Mission 13

Mission 14: The Sleeping Goddess

A Before you do anything, take some time and train your troops. If you still have any money, use it to get some levels for your units. Save some, though. You may need to use the witch den or buy an item in your final mission. A cushion of 15,000 goth or so should be more than enough. Spend the rest getting your troops trained fully. As many levels as you can gain will help in the final battle.

Use the training to boost your troops up in rank. Any power you gain now helps in the final battle.



B It is finally time to complete what you have started. The seal must be protected. March on Mount Keryoleth.



Head to your final battle at Mount Keryoleth.

C Before the battle, you see Zeda, Mari, and Baldwin approach the ruins. Zeda is excited that they are finally close to realizing her goals of resurrecting Danika, but Baldwin doubts that Mari can do the job.

Zeda explains that Mari's mind is gone because of Yumil's death, and that the girl is completely under her control.



Mari appears to be completely under Zeda's control.



Your approach halts the resurrection of Danika, at least temporarily.

D Just then, one of Baldwin's troops arrives and tells him of your approach. He rushes off to face you, leaving Zeda and Mari.

E Zeda instructs Mari to break the seal and gives her a sword to do the job, but Mari refuses to listen. She apparently has a little bit more of her mind left than Zeda gave her credit for.



It appears that this will be the fulfillment of all of Zeda's plans.

F Zeda then tells Mari a few interesting facts. It turns out that Mari's entire life has been predestined by her father, the Sage of Zeteginia. Zeda tells the girl not to go against her fate, but Mari uses the sword to kill the evil crone!



The netherworld witch didn't see this coming!

G While Zeda lies dying, Mari approaches the seal, and in a fit of rage and sorrow, she strikes at the seal with the blade, creating a small hole. Mari cries, begging Yumil for forgiveness, and while she does, a strange blue light appears in the crack in the seal, followed by a mysterious creature.



Did Mari truly open the seal?

Prima's Official Strategy Guide

H At the briefing, Hugo tells you that this should be your final battle. You start in Mursunny, in the southwest, while the enemy headquarters in the ruins of Keryoleth. You must reach the ruins and prevent the resurrection of Danika.



You've fought over these lands before, but the stakes have never been this high.

I Dispatch your 10 best groups immediately and start a few of them marching toward Natashkan, to the east of your headquarters. There are a couple of enemies here, but taking this town gives you a buffer against the enemy troops that will arrive later.



Start your troops moving down the road toward the east.

Note:

The witch den is in Gypsyville, and the shop is in your headquarters at Mursunny.



More enemies appear as you approach Natashkan.

J As you move east, you see a series of enemy groups moving toward Natashkan. Take the town and hold out there. Fortunately, the enemies don't arrive close together, so you have time between battles to heal.

K Meanwhile, a group moving in from the north attacks your headquarters. Push them back, then send out several groups to hunt this enemy down and push across the bridge. Take Dolbo with these groups and have them rest here for a little bit.



Don't be so concerned with the east that you forget about this threat to your headquarters.



Move up and capture Dolbo.



Split your groups to take the strongholds northeast and east of Natashkan.

L Now move the rest of your troops over to Natashkan. You should have six or seven groups here, with three or four in Dolbo. The groups in Dolbo can stay there for a few more minutes while you deal with the southern end of the map. Split these groups up, sending some to Mingan in the middle of the map while others take Escaraba in the southeast.



Taking Mingan causes new enemies to appear.

M When you take these strongholds, several things happen. First, an enemy moves in toward Escaraba from the east. North of this, an enemy approaches the troops you have in Mingan. Even farther north, an enemy group leaves from Gypsyville to take your headquarters.

N It's time to move the groups in Dolbo. Send them to Gypsyville, and have them destroy the group they encounter on the way. Move into this stronghold and sit tight for about half a day, and use the witch den here if you need it. To block that group, you may need to use a quit gate and redispach someone.



If you don't react quickly enough, use quit gates and redispach a group to handle this enemy.



Mission 14

Ogre Battle 64

Person of Lordly Caliber

O In the south, send a group over to capture Tananna. Don't worry about these groups for the moment—you've got other concerns.



Take Tananna when you can spare a moment.

P The middle becomes a problem now, because several more enemy groups are marching toward Mingan. Set out against them and push them back, because if you lose Mingan, the enemy has a direct path into your headquarters.



While you march on Gypsenville in the north, a new threat attacks Mingan.



Taking Balera gives you all of the strongholds on the map.

Q After you deal with them, look south again. Send the troops in Escaraba and Tananna north to liberate Balera. Move over the groups in Mingan as well. This gives you all of the strongholds and puts you in position for your final attack on the ruins.



Rest your units now. You'll need them in good shape soon enough.

R Once your groups are rested, march on the castle, sending in your best units from both of the strongholds you are occupying. As you approach, you catch sight of Baldwin waiting for you in the ruins. Move in with your character to confront him.



Baldwin seems both insane and egomaniacal.

S When you confront Baldwin, he tells you that he broke the seal not to resurrect Danika, but to gain her blessing and receive the ultimate power. Once he has that power, he plans to kill Danika! His insanity and pride seem to be immeasurable now.



Take out the troops around Baldwin to make him vulnerable.

T Baldwin hides behind his ogre, which makes him difficult to target. Your goal initially should be to take out the daemons that flank him or the ogre that stands in front. It may take a couple of battles to do this, but if you can eliminate his troops, Baldwin will be much easier to kill off.

U When you finally defeat him, Baldwin vanishes, saying that the ultimate power is his.



Once again, Baldwin escapes with his life.

V The scene shifts to the seal where Mari still sits and the body of Zeda lies. Baldwin runs in and is shocked by the scene he sees before him. The body of Zeda transforms into a gorgon, saying the time has come for the resurrection of the goddess. She then vanishes.



Things are not the way Baldwin expected.



Baldwin's desire for power causes him to kill Mari.

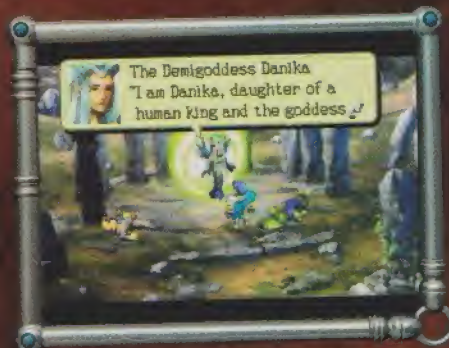
W At the seal itself, Mari is talking with something that appeared from the crack. Baldwin approaches and demands the ultimate power. Drawing his sword, he kills Mari and approaches the apparition, begging for its blessing.



Just as Baldwin thinks he is going to get the ultimate power, you show up.

X You approach. Baldwin is struck down by Danika, and you come closer.

Y Danika then speaks to you, telling you something of her history. She tells you that she knows of you because of the presence of another within her—Yumil.



Danika tells you her story when you approach her.

Z Danika tells you that everything started with a simple mistake. She was enticed to eat the fruit of the netherworld, so her mother, Berthe, put her into a deep sleep. Her soul was separated from her body so that she would not succumb to the Infernal Aura.



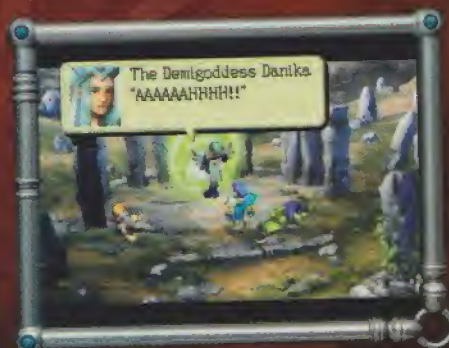
Danika's story started with a simple mistake on her part.

1 She awakened from her sleep by the desire of Prince Yumil to gain the power to protect those he loved. Danika gave her power to him and demanded reparations—a body so that she could be awakened fully. It appears that Yumil chose himself to be the vessel for Danika's spirit.



Danika awakened because she was called by Yumil.

2 Meanwhile, Baldwin is still dying. He can't accept what is happening, but he is now powerless to do anything about it. His complaining disturbs the goddess, and when he asks for power one last time, she seems to lose control.



Baldwin's final plea drives Danika over the brink.

3 Everything starts to boil over and Danika's body explodes in a fountain of light. Everything turns white, and a new creature arises from the seal. Danika is reborn!



Things do not look good.



Danika has been resurrected!



Mission 14

Ogre Battle 64

Person of Lordly Caliber

4 You have one final battle on your hand now. You must destroy the body of Danika. She is incredibly powerful, and is flanked by a pair of venus flytrap arms that do incredible amounts of damage when they strike. There's no way to kill her with a single combat. Retreat when you can.



Things in the world are not as they were. Your units have been pushed back to make room for the new enemies.



Hit enemy leaders to render these groups useless and give you access to Danika.



Attack Danika directly, and retreat when your own troops take a lot of damage.

5 What you find is a world gone crazy. Two huge portals have opened up and enemy groups start pouring out of them regularly. Move in with your groups and fight them back while your most powerful units move in to attack Danika. Hit her directly and don't worry about her two minions. Retreat to heal when you need to, but don't stop attacking. Have your other groups fight back the enemies leaving the portals. Naturally, these groups should target leaders to render the enemy useless.

6 After several attacks, you kill Danika. When the battle is over, you return to the body of Danika to speak with her again. She thanks you for ending her reign of terror. She tells you that both good and evil are a part of her, and she is also both god and human. When she is filled with hatred, she becomes the queen of the netherworld, while peace makes her a goddess of fertility.



After the battle, Danika thanks you for stopping her insane power.



Danika is very much like humans. She can be either good or evil.

7 These two paths are open to Danika, and the way she goes depends on your world. She tells you that you and the denizens of the netherworld are very much alike, but the ogres are ruled by hatred.



Ogre battle can happen at any time.

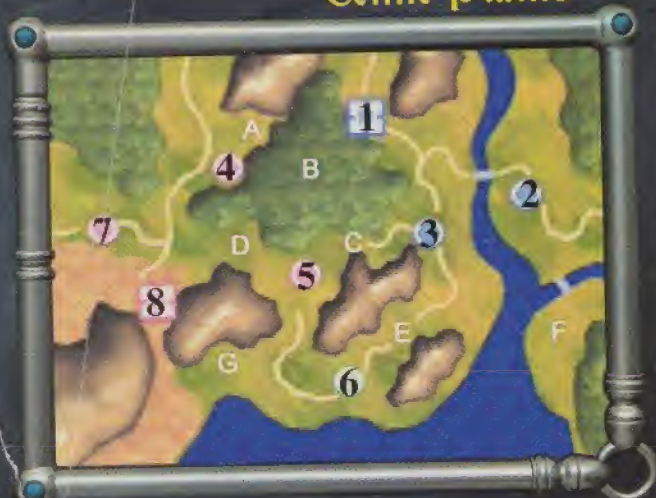
8 She leaves by warning you that the ogre battle can happen at any time, without the influence of the netherworld. It can happen any time humans war on each other. She also tells you that everything that happened was planned, and the creator of this chaos is from your world. With that, she departs.



Danika leaves with a final warning.

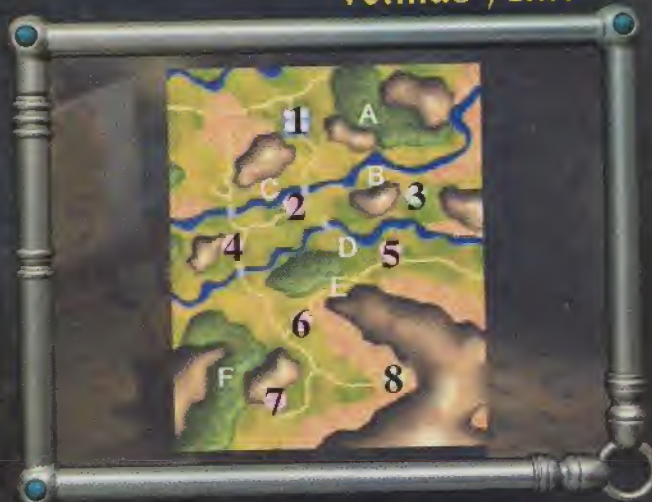
Prologue

Tenne Plains



- | | |
|---------------------|---------------------------|
| 1 - Zemio | A - Old Clothing |
| 2 - Jadd | B - Hard Leather |
| 3 - Hou | C - Baldr Sword |
| 4 - Mulsuk | D - Altar of Resurrection |
| 5 - Bourdeaux | E - Power Fruit |
| 6 - Billney | F - Great Bow |
| 7 - Buchanan | G - Heal Leaf |
| 8 - Theodricus Mine | |

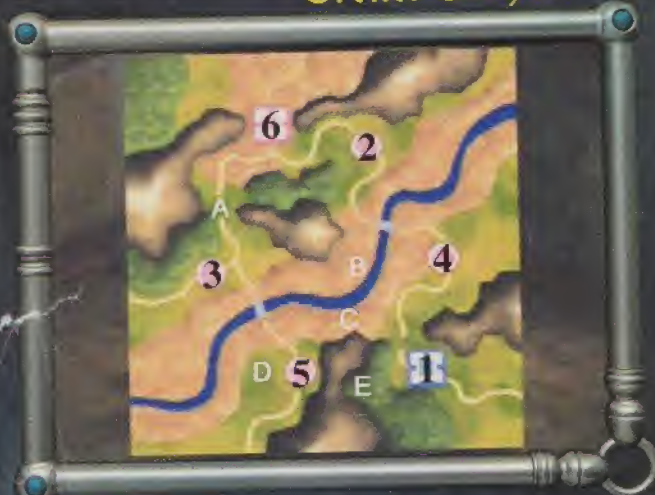
Volmus Mine



- | | |
|-----------------|------------------|
| 1 - Suakin | A - Heal Leaf |
| 2 - Senal | B - Quit Gate |
| 3 - Berberah | C - Buckler |
| 4 - Dese | D - Hard Leather |
| 5 - Ishro | E - Light Mace |
| 6 - Eldrett | F - Heal Leaf |
| 7 - Xeira | |
| 8 - Volmus Mine | |

Chapter 1

Crenel Canyon



- | | |
|-----------------|---------------------|
| 1 - Baldera | A - Rapier |
| 2 - Carnot | B - Bone Helm |
| 3 - Boolen | C - Plumed Headband |
| 4 - Movae | D - Heal Seed |
| 5 - Kiefer | E - Breast Plate |
| 6 - Fort Tuatha | |

Mylesia



- | | |
|---------------------|--------------------|
| 1 - Castle Dunkweld | A - Witch's Dress |
| 2 - Idorf | B - Robe |
| 3 - Tubulk | C - Scipplay Staff |
| 4 - Lehoboth | D - Spell Book |
| 5 - Elgorea | E - Pointy Hat |
| 6 - Phuntua | F - Amulet |
| 7 - Harraive | G - Heal Seed |
| 8 - Taza | |
| 9 - Castle Burgund | |

Ogre Battle 64

Person of Lordly Caliber

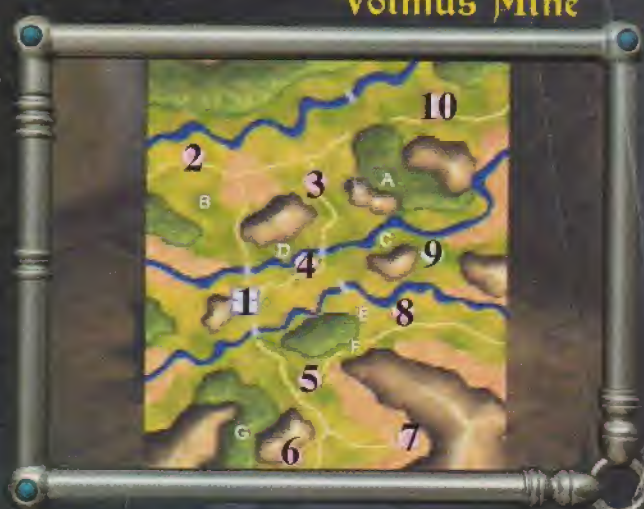
Zenobian Border



- 1 - Ethawella
- 2 - Karya
- 3 - Laguat
- 4 - Quelluan
- 5 - Dem Vidro
- 6 - Elle
- 7 - Fort Crenel

- A - Kite Shield
- B - Armet
- C - Power Fruit
- D - Plate Armor
- E - Baldr Sword

Volmus Mine



- 1 - Dese
- 2 - Kaezi
- 3 - Suakin
- 4 - Senal
- 5 - Eldrett
- 6 - Xeira
- 7 - Volmus Mine
- 8 - Ishro
- 9 - Berberah
- 10 - Fort Bulan

- A - Heal Leaf
- B - Plate Mail
- C - Quit Gate
- D - Buckler
- E - Hard Leather
- F - Light Mace
- G - Heal Leaf

Gunther Piedmont



- 1 - Takua
- 2 - Mosaka
- 3 - Burgunny
- 4 - Kinseya
- 5 - Cayes
- 6 - Inekell
- 7 - Gunther Mines

- A - Power Fruit
- B - Heal Leaf
- C - Witch's Dress
- D - Spell Book
- E - Heal Leaf
- F - Power Fruit
- G - Scipplay Staff
- H - Marionette

Dardunnelles



- 1 - Romella
- 2 - Melphy
- 3 - Adigrat
- 4 - Dardunnelles
- 5 - Bungasue
- 6 - Ramballene
- 7 - Garu Kaio
- 8 - Fort Akkisis

- A - Iron Claw
- B - Jin-Gasa
- C - Heal Seed
- D - Rosary
- E - Heal Leaf
- F - Altar of Resurrection
- G - Cloth Armor
- H - Heal Seed
- I - Bastard Sword

Chapter 2

Alba



- 1 - Allada
- 2 - Bowende
- 3 - Geohel
- 4 - Naroque
- 5 - Edepar
- 6 - Vertze
- 7 - Akka Castle

- A - Rosary
- B - Hachigane
- C - Power Fruit
- D - Iron Claw
- E - Ninja's Garb
- F - Spell Book
- G - Heal Seed

Crenel Canyon



- 1 - Baldera
- 2 - Kiefer
- 3 - Boolem
- 4 - Movae
- 5 - Carnot
- 6 - Fort Tuatha

- A - Rapier
- B - Bone Helm
- C - Plumed Headband
- D - Heal Seed
- E - Breast Plate

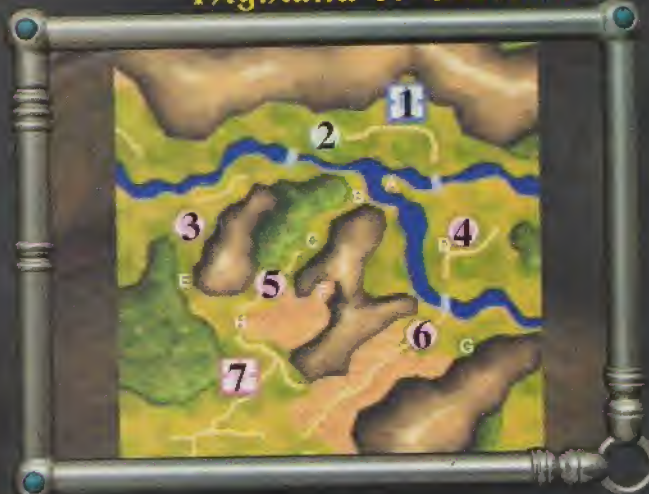
Mylesia



- 1 - Castle Dunkweld
- 2 - Idorf
- 3 - Tubulk
- 4 - Lehoboth
- 5 - Elgorea
- 6 - Phuntua
- 7 - Harraive
- 8 - Taza
- 9 - Castle Burgund

- A - Witch's Dress
- B - Robe
- C - Scipplay Staff
- D - Spell Book
- E - Pointy Hat
- F - Amulet
- G - Heal Seed

Highland of Soathon



- 1 - Fort Celestus
- 2 - Tristle
- 3 - Cochran
- 4 - Shafferville
- 5 - Kapiscau
- 6 - Jiram
- 7 - Castle Ziggiveld

- A - Ninja's Garb
- B - Power Fruit
- C - Robe of the Wise
- D - Witch's Dress
- E - Baldr Mace
- F - Book of Flame
- G - Altar of Resurrection
- H - Blessed Sword

Ogre Battle 64

Person of Lordly Caliber

Sable Lowlands



- 1 - Temil
- 2 - Quills
- 3 - Kuva
- 4 - Shichidarui
- 5 - Prilgi
- 6 - Baimuk
- 7 - Cotoltus
- 8 - Crotal Castle

- A - Armet
- B - Satan's Bullova
- C - Baldr Armor
- D - Valiant Mantle
- E - Quit Gate
- F - Bracer of Protection
- G - Book of Bane

Hudvera Heights



- 1 - Audvera Mine
- 2 - Seldovia
- 3 - Chig Nik
- 4 - Bezelle
- 5 - Naracrete
- 6 - Puld
- 7 - Barrow
- 8 - Castle Ziggiveld

- A - Estoc
- B - Scale Armor
- C - Mirror of Soul
- D - Fool
- E - Plumed Headband
- F - Magician's Robe
- G - Dragon Shield
- H - Book of Water

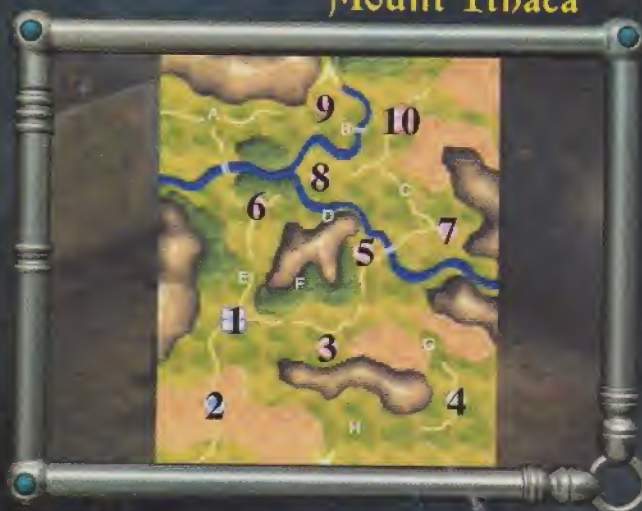
Hudvera Heights



- 1 - Castle Ziggiveld
- 2 - Puld
- 3 - Barrow
- 4 - Naracrete
- 5 - Bezelle
- 6 - Seldovia
- 7 - Chig Nik
- 8 - Audvera Mine

- A - Estoc
- B - Scale Armor
- C - Mirror of Soul
- D - Fool
- E - Plumed Headband
- F - Magician's Robe
- G - Dragon Shield
- H - Book of Water

Mount Ithaca



- 1 - Cybillgin
- 2 - Cactovich
- 3 - Nakina
- 4 - Kynora
- 5 - Lapide
- 6 - Bella Cula
- 7 - Lachook
- 8 - Tilorro
- 9 - Ketican
- 10 - Fort Gullsvinter

- A - Arc Wand
- B - Stone of Quickness
- C - Spear
- D - Book of Earth
- E - Buckler
- F - Revive Stone
- G - Magician's Robe
- H - Baldr Mail

Azure Plains



- 1 - Remella
- 2 - Frattelli
- 3 - Drumheller
- 4 - Dauphin
- 5 - Kegou
- 6 - Coppermine
- 7 - Quellorna
- 8 - Fort Noistriem

- A - Quit Gate
- B - Claymore
- C - Bracer of Protection
- D - Ytival
- E - Plumed Headband

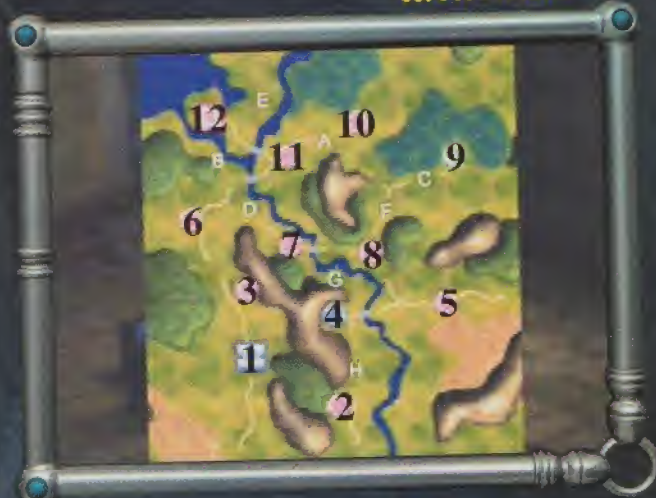
Mount Keryoleth



- 1 - Mursunny
- 2 - Dolbo
- 3 - Natashkan
- 4 - Mingan
- 5 - Gypsanville
- 6 - Balera
- 7 - Escaraba
- 8 - Tananna
- 9 - Keryoleth

- A - Dragon Shield
- B - Arc Wand
- C - Revive Stone
- D - Silver Hourglass
- E - Plate Armor
- F - Fur Coat
- G - Book of Wind

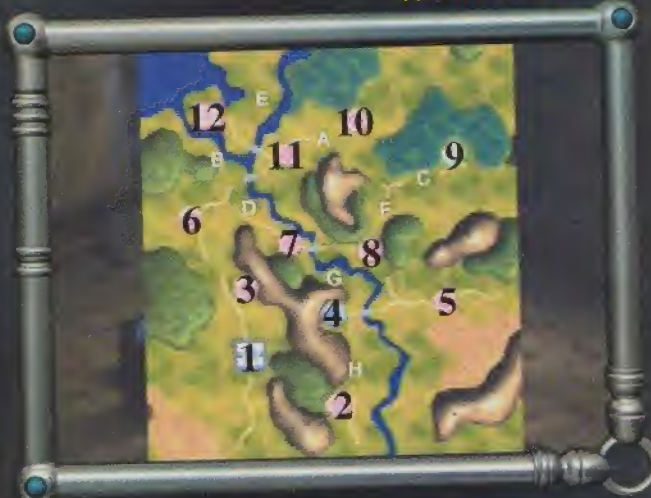
Wentinus



- 1 - Salem
- 2 - Ellode
- 3 - Reliance
- 4 - Silhouette
- 5 - Parmel
- 6 - Yves Guibiques
- 7 - Hopedale
- 8 - Cartwright
- 9 - Badin
- 10 - Timmins
- 11 - Igglurick
- 12 - Castle Talpaea

- A - Baldr Spear
- B - Power Fruit
- C - Spell Book
- D - Urn of Chaos
- E - Armet
- F - Heavy Armor
- G - Tower Shield
- H - Love and Peace

Wentinus



- 1 - Salem
- 2 - Ellode
- 3 - Reliance
- 4 - Silhouette
- 5 - Parmel
- 6 - Yves Guibiques
- 7 - Hopedale
- 8 - Cartwright
- 9 - Badin
- 10 - Timmins
- 11 - Igglurick
- 12 - Castle Talpaea

- A - Baldr Spear
- B - Power Fruit
- C - Spell Book
- D - Urn of Chaos
- E - Armet
- F - Heavy Armor
- G - Tower Shield
- H - Love and Peace

Chapter 3

Dardunnelles



- | | |
|------------------|---------------------------|
| 1 - Romella | A - Iron Claw |
| 2 - Melphy | B - Jin-gasa |
| 3 - Adigrat | C - Heal Seed |
| 4 - Dardunnelles | D - Rosary |
| 5 - Bungasue | E - Heal Leaf |
| 6 - Ramballene | F - Altar of Resurrection |
| 7 - Garu Kaio | G - Cloth Armor |
| 8 - Fort Akkisis | H - Heal Seed |
| | I - Bastard Sword |

Gules Hills



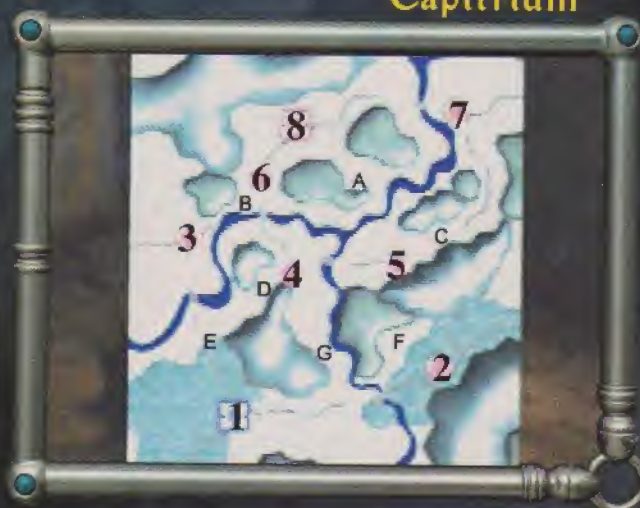
- | | |
|------------------|---------------------------|
| 1 - Fort Bertuga | A - Quit Gate |
| 2 - Amdelm | B - Titania Mail |
| 3 - Kurashino | C - Battle Fan |
| 4 - Mezzeni | D - Bloodstained Robe |
| 5 - Colgueff | E - Dragon Shield |
| 6 - Muji | F - Stone Sword |
| 7 - Castle Echel | G - Book of Bane |
| 8 - Novipoldt | H - Altar of Resurrection |
| 9 - Belleboppo | |
| 10 - Guntherhaal | |

Fair Heights



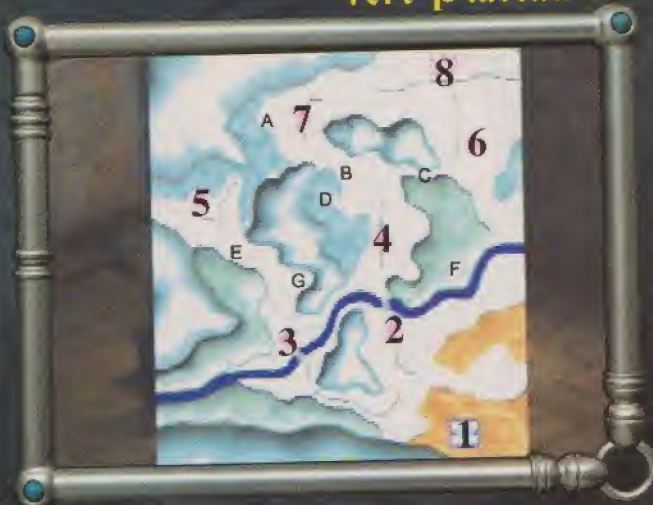
- | | |
|------------------|---------------------------|
| 1 - Dibnoe | A - Angel Fruit |
| 2 - Boulli | B - Altar of Resurrection |
| 3 - Inze | C - Bloodstained Robe |
| 4 - Davilof | D - Stone of Quickness |
| 5 - Rajisk | E - Crystal of Precision |
| 6 - Elaine | F - Cup of Life |
| 7 - Castle Grann | G - Electric Shield |

Capitrium



- | | |
|-------------------|----------------------|
| 1 - Rososhi | A - Vestment of Wind |
| 2 - Balta | B - Book of Wind |
| 3 - Ellista | C - Heal Pack |
| 4 - Purlova | D - Battle Fan |
| 5 - Surina | E - Dragon Shield |
| 6 - Pudozey | F - Revive Stone |
| 7 - Luga | G - Silver Hourglass |
| 8 - Castle Eundel | |

Vert Plateau



- 1 - Sagith
- 2 - Estergum
- 3 - Chrisalouis
- 4 - Queshay
- 5 - Fort Hillverich
- 6 - Dossoll
- 7 - Sarisk
- 8 - Marrilaife Castle

- A - Cyanic Claw
- B - Book of Bane
- C - Book of Bane
- D - Burning Band
- E - Dragon Helm
- F - Heal Pack
- G - Scroll of Discipline

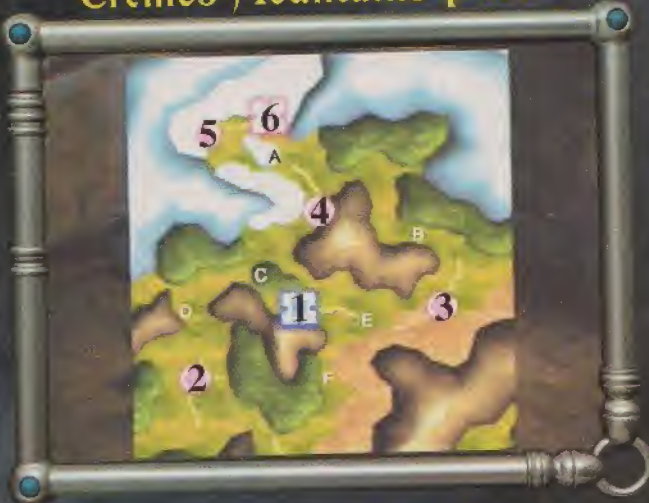
Tremos Mountains Part 1



- 1 - Salavaat
- 2 - Corpino
- 3 - Fort Vitzdar
- 4 - Schime
- 5 - Coongul
- 6 - Fulmanobo
- 7 - Orremah
- 8 - Fort Bertuga

- A - Angel Fruit
- B - Ring of Branding
- C - Heal Pack
- D - Scroll of Discipline
- E - Black Cat
- F - Bow of Thunderbolt
- G - Sword of Firedrake

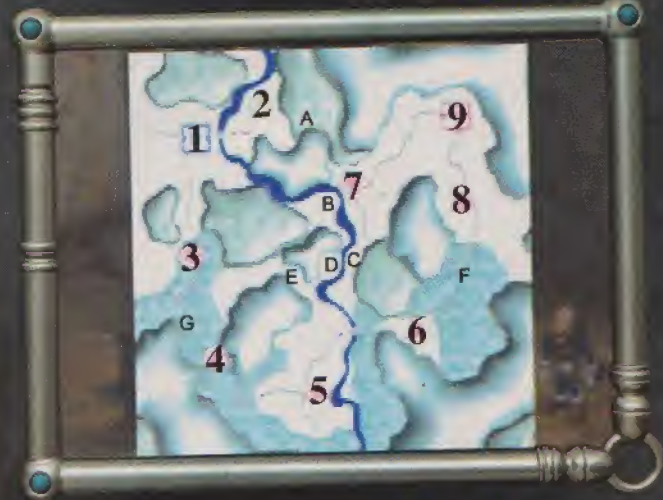
Tremos Mountains Part 2



- 1 - Palm
- 2 - Ibu Deli
- 3 - Ulda
- 4 - Soshiba
- 5 - Totban
- 6 - Savior Checkpoint

- A - Peridot Sword
- B - Cup of Life
- C - Altar of Resurrection
- D - Crystal of Precision
- E - Book of Bane
- F - Stardust

Celesiis



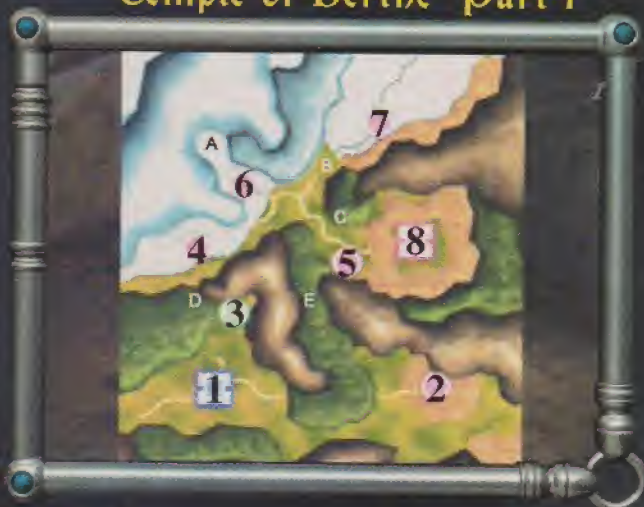
- 1 - Rubnui
- 2 - Nedjinn
- 3 - Pinneg
- 4 - Banna Barra
- 5 - Kalla
- 6 - Cotlass
- 7 - Caraton
- 8 - Bollisk
- 9 - Celesiis

- A - Urn of Chaos
- B - Feather of Angel
- C - Ice Chain
- D - Peregrine Mail
- E - Chaladholg
- F - Heal Pack
- G - Book of Water

Ogre Battle 64

Person of Lordly Caliber

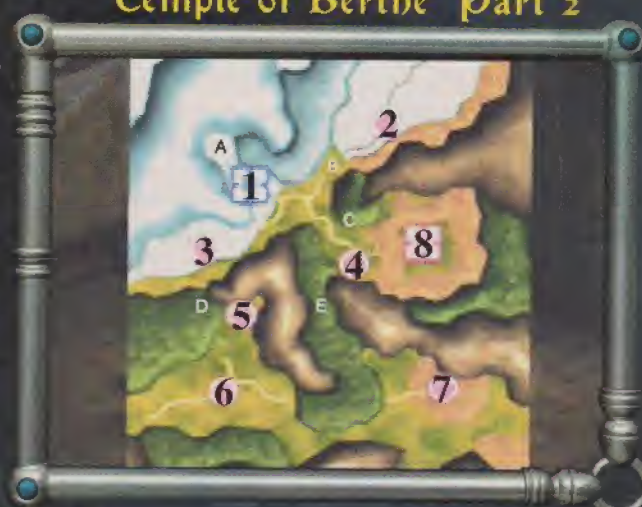
Temple of Berthe Part 1



- 1 - Vitegra
- 2 - Kud Im Kalle
- 3 - Lugeph
- 4 - Sarrehart
- 5 - So Kol
- 6 - Gremiha
- 7 - Sermi
- 8 - Temple of Berthe

- A - Love and Peace
- B - Zephyros
- C - Dragon Shield
- D - Main Gauche
- E - Phoenix Mail

Temple of Berthe Part 2



- 1 - Gremiha
- 2 - Sermi
- 3 - Sarrehart
- 4 - So Kol
- 5 - Lugeph
- 6 - Vitegra
- 7 - Kud Im Kalle
- 8 - Temple of Berthe

- A - Love and Peace
- B - Zephyros
- C - Dragon Shield
- D - Main Gauche
- E - Phoenix Mail

Final Chapter

Gules Hills



- 1 - Guntherhaal
- 2 - Belleboppo
- 3 - Colgueff
- 4 - Mezzeni
- 5 - Kurashino
- 6 - Novipoldt
- 7 - Amdelm
- 8 - Fort Bergiga
- 9 - Muji
- 10 - Castle Echel

- A - Quit Gate
- B - Titania Mail
- C - Battle Fan
- D - Bloodstained Robe
- E - Dragon Shield
- F - Stone Sword
- G - Book of Bane
- H - Altar of Resurrection

Romulus



- 1 - Lobini
- 2 - Bilce
- 3 - Norle
- 4 - Ottochaz
- 5 - Murau
- 6 - Sleni
- 7 - Fort Romulus

- A - Dowsing Rod
- B - Cloak of Oath
- C - Misty Coat
- D - Evil Spear

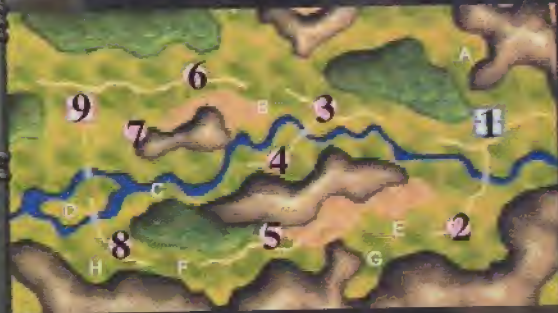
fort Romulus



- 1 - Encampment
- 2 - Central Plaza
- 3 - Fort Romulus

- A - Kusanagi
- B - Shield of Nue
- C - Thunder Chain

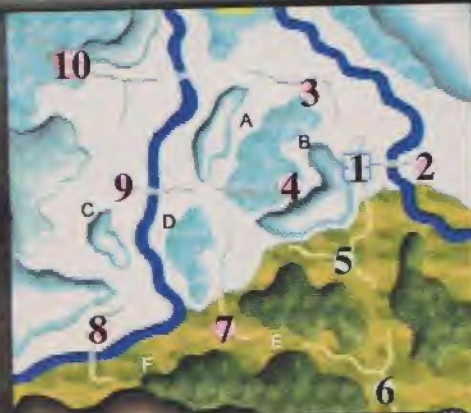
Blue Basilica



- 1 - Fort Rudney
- 2 - Pavia
- 3 - Perg
- 4 - Bespleme
- 5 - Cobigo
- 6 - Zuinomo
- 7 - Surite
- 8 - Clemona
- 9 - Castle Andvari

- A - Angel Fruit
- B - Heal Pack
- C - Tempest
- D - Sword of Dragon Gem
- E - Axe of Wyrn
- F - Holy Lance
- G - Altar of Resurrection
- H - Ring of Branding

Þtia



- 1 - Billemina
- 2 - Pacrats
- 3 - Furge
- 4 - Rete
- 5 - Sheesaku
- 6 - Fort Guki
- 7 - Baya
- 8 - Torab Ni
- 9 - Agnault
- 10 - Vitegith Castle

- A - Book of Meteor Strike
- B - Electric Shield
- C - Dragon Helm
- D - Quit Game
- E - Dragon Shield
- F - Protective Ring

Barpheth



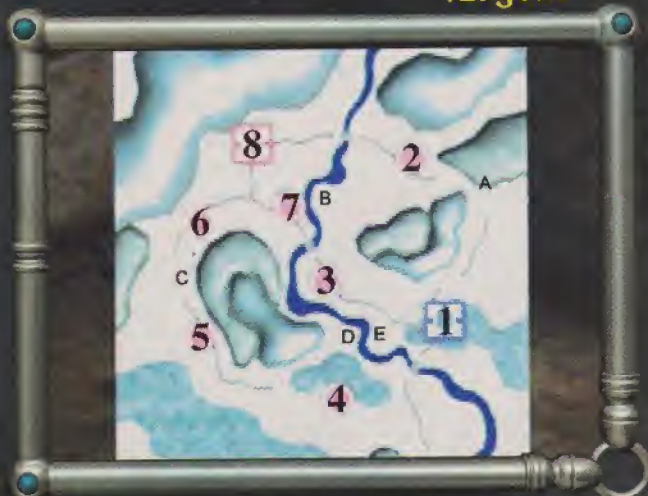
- 1 - Castle Renevue
- 2 - Kelmend
- 3 - Glebming
- 4 - Clemms
- 5 - Sard
- 6 - Vitra
- 7 - Sondrio
- 8 - Fort Lebadeia
- 9 - Belle
- 10 - Fort Viczey

- A - Lance of Longinus
- B - Ignis
- C - Mirror of Soul
- D - Angel Fruit
- E - Book of Annihilation
- F - Love and Peace

Ogre Battle 64

Person of Lordly Caliber

Argent



- 1 - Tezzla
- 2 - Fahno
- 3 - Meltaus
- 4 - Orozei
- 5 - Griena
- 6 - Troguil
- 7 - Caralla
- 8 - Remus Keep

- A - Mirror of Soul
- B - White Mute
- C - Gambantein
- D - Stone of Quickness
- E - Vestment of Wind

Latium



- 1 - Latina
- 2 - Gaeta
- 3 - Yen Vahagn
- 4 - Vulge
- 5 - Gothpikki
- 6 - Fort Toydebelt
- 7 - Fort Toyderich
- 8 - Winnea

- A - Crystal of Precision
- B - Rune Blade
- C - Lfal
- D - Angelic Armor
- E - Scroll of Discipline

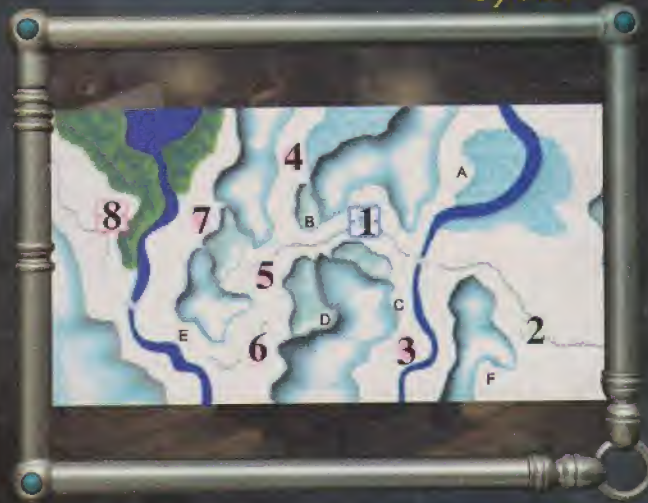
Winnea



- 1 - Encampment
- 2 - Recess Area
- 3 - Outer Garden
- 4 - Sculpture Garden
- 5 - Central Garden
- 6 - Royal Palace

- A - Matsukaze
- B - Malalhite Sword
- C - Ice Chain
- D - Silver Hourglass

Tybell



- 1 - Pazano
- 2 - Raguza
- 3 - Cheleffeu
- 4 - Lokry
- 5 - Kaless Ande
- 6 - Letze
- 7 - Tricaeze
- 8 - Castle Lloydgust

- A - Feather of Angel
- B - Chaladholg
- C - Heavy Axe
- D - Saint's Shield
- E - Caldia
- F - Saint's Garb

Hurua Plains



- 1 - Fort Randrich
- 2 - Brode
- 3 - Zarbow
- 4 - Levin
- 5 - Landeck
- 6 - Apertine
- 7 - Tranus
- 8 - Albesta
- 9 - Bartasake
- 10 - Kaysegg
- 11 - Anderout Station

- A - Urn of Chaos
- B - Airgetlam
- C - Volcaetus
- D - Bell of Thunder
- E - Count's Garment
- F - Earth Javelin
- G - Prox

Wentinus



- 1 - Hopedale
- 2 - Reliance
- 3 - Cartwright
- 4 - Timmins
- 5 - Igglurick
- 6 - Yves Guibiques
- 7 - Castle Talpara

- A - Feather Suit
- B - Heat-Ter
- C - Urn of Chaos
- D - Altar of Resurrection
- E - Bentisca
- F - Culnrikolnne

Castle Talpaea



- 1 - Encampment
- 2 - Archer Park
- 3 - Cavalier Park
- 4 - Jasper Tower

- A - Helm of Thunderclap
- B - Sword Emblem
- C - Sanscion
- D - Love and Peace
- E - Wind Armor
- F - Breidablick

Mount Keryoleth



- 1 - Mursunny
- 2 - Dolbo
- 3 - Natashkan
- 4 - Mingan
- 5 - Gypsanville
- 6 - Escaraba
- 7 - Tananna
- 8 - Balera
- 9 - Keryoleth

- A - Dragon Shield
- B - Arc Wand
- C - Revive Stone
- D - Silver Hourglass
- E - Plate Armor
- F - Fur Coat
- G - Book of Wind

Character Class Information

You can change your characters' classes between missions. To change classes, a character must fulfill all of the requirements of the given class. All of his or her stats must meet or exceed the class requirements, and his or her alignment must fall within the class guidelines (although it can rise or fall afterward without penalty). Any

required items will be automatically equipped for the character. Any items you do not currently possess must be purchased before the character can change classes.

Listed below are the various character classes and the requirements needed for changing a character into that class.

Character Class Requirements

CLASS	GENDER	LEVEL	STRENGTH	VITALITY	INTELLIGENCE	MENTALITY
SOLDIER	—	—	—	—	—	—
FIGHTER	MALE	—	—	—	—	—
KNIGHT	MALE	6	72	67	—	—
BERSERKER	MALE	6	72	67	—	—
FENCER	MALE	6	72	—	—	—
PHALANX	MALE	7	76	70	—	—
BEAST TAMER	MALE	6	72	67	—	—
DOLL MASTER	MALE	7	—	—	60	66
NINJA	MALE	5	—	—	—	—
WIZARD	MALE	6	—	—	57	63
PALADIN	MALE	15	117	103	—	—
DRAGOON	MALE	17	127	111	—	—
BLACK KNIGHT	MALE	15	117	112	—	—
SWORD MASTER	MALE	17	127	—	—	—
CATAPHRACT	MALE	19	124	130	—	—
BEAST MASTER	MALE	15	117	103	—	—
ENCHANTER	MALE	17	—	—	110	106
NINJA MASTER	MALE	15	—	—	94	—
ARCHMAGE	MALE	17	—	—	123	107
CENTURION	MALE	—	—	52	62	52
AMAZON	FEMALE	—	—	—	—	—
ARCHER	FEMALE	6	72	—	—	—
DRAGON TAMER	FEMALE	6	72	58	—	—
VALKYRIE	FEMALE	6	72	57	62	—
WITCH	FEMALE	7	—	—	65	—
SORCERESS	FEMALE	6	—	—	62	—
CLERIC	FEMALE	5	—	—	59	—
DIANA	FEMALE	17	116	—	—	—
DRAGON MASTER	FEMALE	17	127	112	—	—
FREYA	FEMALE	17	116	101	106	—
SIREN	FEMALE	19	—	—	125	128
PRIEST	FEMALE	15	—	—	109	112

Prima's Official Strategy Guide



AGILITY	DEXTERITY	ALIGNMENT	REQUIRED ITEMS	NOTES
—	—	—	Soldiers do not require any equipment, nor do they have any individual identity.	—
—	—	—	Short Sword, Round Shield, Chain Mail, Iron Helm	A fighter is created when a soldier is promoted while in a group with a male leader.
—	—	40-100	Baldr Sword, Armet, Kite Shield, Plate Armor	—
—	—	0-60	Franciscan, Leather Armor, Iron Helm	—
—	62	30-100	Bastard Sword, Cloth Armor, Jingasa	—
—	—	20-80	Spear, Large Shield, Plate Mail, Iron Helm	—
—	—	0-60	Leather Whip, Leather Armor	—
—	65	20-80	Marionette, Amulet, Robe, Bandanna	—
52	59	0-60	Iron Claw, Ninja's Garb, Hachigane	—
—	—	0-60	Scipplay Staff, Spellbook, Robe, Amulet	—
—	89	60-100	Blessed Sword, Kite Shield, Baldr Armor, Baldr Helm	—
—	95	—	Sword of Tiamat, Dragon Armor, Dragon Helm	—
—	—	0-40	Satan's Bullova, Valiant Mantle, Baldr Armor, Armet	—
—	117	40-100	Claymore, Cloth Armor, Hachigane	—
—	—	30-80	Baldr Spear, Tower Shield, Heavy Armor, Armet	—
—	—	0-45	Rapture Rose, Hard Leather	—
—	115	25-75	Fool, Amulet, Magician's Robe, Bandanna	—
112	99	0-40	Baldr Claw, Ninja's Garb, Hannya Mask	—
—	—	0-40	Arc Wand, Spellbook, Magician's Robe, Amulet	—
—	54	—	Baldr Sword, Kite Shield, Plate Armor, Armet	—
—	—	—	Short Bow, Leather Armor, Bandanna	An amazon is created when a soldier is promoted while in a group with a female leader.
—	69	20-80	Great Bow, Leather Armor, Leather Hat	—
—	69	30-90	Great Bow, Leather Armor, Leather Hat	—
—	—	40-100	Spear, Round Shield, Breastplate, Plumed Headband	—
—	72	0-60	Scipplay Staff, Spellbook, Witch's Dress, Pointy Hat	—
—	—	0-60	Scipplay Staff, Spellbook, Witch's Dress, Amulet	—
—	—	45-100	Light Mace, Cleric's Vestment, Rosary	—
—	124	20-70	Yuval, Hard Leather, Plumed Headband	—
—	113	50-90	Estoc, Scale Armor, Plumed Headband	—
—	—	60-100	Thunder Spear, Buckler, Baldr Mail, Armet	—
—	—	0-45	Arc Wand, Spellbook, Fur Coat, Amulet	—
—	—	65-100	Baldr Mace, Robe of the Wise, Rosary	—

Ogre Battle 64

Person of Lordly Caliber

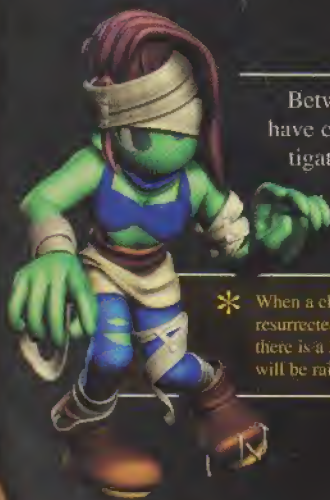
CLASS	GENDER	LEVEL	STRENGTH	VITALITY	INTELLIGENCE	MENTALITY
PRINCESS	FEMALE	—	—	—	—	—
CENTURION	FEMALE	—	—	50	68	55
ANGEL KNIGHT	—	—	—	—	60	61
SERAPH	—	17	—	—	108	125
VULTAN	HAWKMAN	12	103	—	—	—
RAVEN	HAWKMAN	11	99	—	—	—
ZOMBIE	ZOMBIE	—	—	—	—	—
SKELETON	SKELETON	—	—	—	—	—
GHOST	—	—	—	—	—	—
LICH	UNDEAD	—	—	—	24	51
VAMPIRE	UNDEAD	—	—	—	52	63
STONE GOLEM	GOLEM	9	104	129	—	—
BALDR GOLEM	GOLEM	9	144	185	—	—
THUNDER DRAGON	—	8	—	—	—	—
RED DRAGON	—	8	108	—	—	—
EARTH DRAGON	—	8	—	—	—	98
BLUE DRAGON	—	8	—	73	—	98
PLATINUM DRAGON	—	9	—	73	73	101
BLACK DRAGON	—	9	112	—	73	—
QUETZCOATL	—	8	—	—	—	—
FLAREBRASS	—	8	156	—	—	—
AHZI DAHAKA	—	8	—	157	—	130
HYDRA	—	8	—	—	—	138
BAHAMUT	—	9	—	162	105	133
TIAMAT	—	9	160	—	105	—
WYVERN	—	13	140	—	—	—
OPINICUS	—	12	—	—	—	105
CERBERUS	—	12	139	138	—	90

Extra Events and Items

Between missions, explore the various areas you have conquered to discover hidden items and investigate the various towns. You can find a number of special items and events by wandering through conquered areas.

In all cases, the steps must be accom-

plished in the given order. In the numbered list below, the map name is followed by the city. Send a group to that city and enter the stronghold to complete the particular step. If a specific character is named, that character must be leading the group in question to complete the step.



* When a character dies and has not been resurrected by the end of the mission, there is a 30 percent chance the character will be raised as a zombie.

Pure-White Dress

There are three steps needed to get the pure-white dress:

1. *Tenne Plains, Bourdeux*—Woman tells female group leader about making a pure-white dress (after Mission 1).
2. *Dardunnelles, Melphy*—Reach Melphy on the 15th of the month between 9:00 and 17:59 to buy a bolt of silk (after Mission 8).
3. *Tenne Plains, Billney*—Female group leader gets pure-white dress from tailor (after Mission 8).

AGILITY	DEXTERITY	ALIGNMENT	REQUIRED ITEMS	NOTES
—	—	70-100	Battle Fan, Spellbook, Pure-White Dress, Dream Crown	—
—	52	—	Baldr Sword, Buckler, Plate Armor, Baldr Helm	—
—	57	50-100	Needle of Light, Kite Shield, Plate Mail	—
—	137	75-100	Needle of Light, Kite Shield, Baldr Mail	—
97	80	40-100	Baldr Club, Hard Leather, Hächigane	—
93	77	0-60	Baldr Axe, Hard Leather, Armet	—
—	—	—	Old Clothing	*
—	—	—	Halt Hammer, Torn Cloth	A zombie attacked with a flame-based attack will turn into a skeleton.
—	—	—	—	A skeleton attacked with both a flame-based attack and a wing magic attack will turn into a ghost.
—	—	0-30	Kerykeion, Book of Bane, Bloodstained Robe, Ring of the Dead	—
54	—	0-50	Count's Garment, Bloody Emblem	—
—	—	—	—	A golem attacked with a petrification attack will turn into a stone golem.
—	—	—	—	A golem attacked with both a petrification attack and wing magic will turn into a baldr golem.
61	81	20-80	—	—
61	—	20-80	—	—
—	—	20-80	—	—
—	81	20-80	—	—
—	—	65-100	—	—
—	84	0-35	—	—
93	121	25-75	—	—
93	—	25-75	—	—
—	—	25-75	—	—
—	121	25-75	—	—
—	124	75-100	—	—
—	124	0-25	—	—
124	102	10-70	—	—
127	91	30-90	—	—
—	—	0-60	—	—

Hallowed Shield

There is one step needed to get the hallowed shield:

1. **Mylesia, Elgorea**—Troj gets hallowed shield (after Mission 4).

Bloody Emblem

There is one step needed to get the bloody emblem:

1. **Mylesia, Elgorea**—Male group leader with alignment under 49 encounters a vampire who asks four questions. Answer all four correctly to receive the bloody emblem. Answers depend on the time of day (after Mission 4).

0:00-1:29-1, 1, 1	12:00-13:29-1, 2, 1, 1
1:30-2:59-2, 2, 2, 2	13:30-14:59-2, 1, 2, 2
3:00-4:29-1, 1, 1, 2	15:00-16:29-1, 2, 1, 2
4:30-5:59-2, 2, 2, 1	16:30-17:59-2, 1, 2, 1
6:00-7:29-1, 1, 2, 1	18:00-19:29-1, 2, 2, 1
7:30-8:59-2, 2, 1, 2	19:30-20:59-2, 1, 1, 2
9:00-10:29-1, 1, 2, 2	21:00-22:29-1, 2, 2, 2
10:30-11:59-2, 2, 1, 1	22:30-23:59-2, 1, 1, 1

Dragon Helm

There are four steps needed to get the dragon helm:

1. **Mylesia, Idorf**—Get information about dragoon unit (after Mission 4).
2. **Gunther Piedmont, Burgunny**—Talk with drunk man between 18:00 and 6:59 (after Mission 7).
3. **Volmus Mine, Senal**—Talk with wife of drunk man (after Mission 7).
4. **Gunther Piedmont, Burgunny**—Wife returns to drunk man. Man sells dragon helm between 7:00 and 18:59 after his wife returns (after Mission 7).

Angel's Brooch

There is one step needed to get the angel's brooch:

1. **Gunther Piedmont, Inckell**—Katreda gets angel's brooch (after Mission 7).

Ogre Battle 64

Person of Lordly Caliber

Dragon Armor

There are three steps needed to get the dragon armor:

1. **Mylesia, Idorf**—Get information about dragoon unit (after Mission 4).
2. **Dardunnelles, Melphy**—Reach Melphy on the 15th of the month between 9:00 and 17:59 to buy bolt of silk (after Mission 8).
3. **Mount Ithaca, Kynora**—Get dragon armor from artisan (after Mission 15).

Sword of Tiamat

There are three steps needed to get the Sword of Tiamat:

1. **Mylesia, Idorf**—Get information about Sword of Tiamat after getting both dragon helm and dragon armor (after Mission 15).
2. **Fair Heights, Elaine**—Get dragon scale and information about the Divine Dragon (after Mission 21).
4. **Celesia, Pinneq**—Unit leader fights dragon in single-handed combat to receive Sword of Tiamat (After Mission 24).

Helm of the fearless

There is one step needed to get the helm of the fearless:

1. **Gunter Piedmont, Kinsey**—Asnabel gets helm of the fearless (after Mission 7).

Medal of Vigor

There is one step needed to get the medal of vigor:

1. **Alba, Edepar**—Magnus gets medal of vigor (after Mission 9).

Altar of Resurrection

There is one step needed to get the altar of resurrection:

1. **Dardunnelles, Melphy**—Reach Melphy on the 1st of the month between 9:00 and 17:59 to purchase altars of resurrection (after Mission 8).

Condrite

There is one step needed to get the condrite:

1. **Dardunnelles, Melphy**—Reach Melphy on the 6th of the month between 9:00 and 17:59 to purchase condrite (after Mission 8).

Needle of Light

There is one step needed to get the needle of light:

1. **Dardunnelles, Melphy**—Reach Melphy on the 21st of the month between 9:00 and 17:59 to purchase needle of light (after Mission 8).

Book of Meteor Strike

There is one step needed to get the book of meteor strike:

1. **Dardunnelles, Melphy**—Reach Melphy on the 1st, 6th, 15th, or 21st of the month between 18:00 and 21:59 to purchase book of meteor strike (after Mission 8).

Decoy Cap

There is one step needed to get the decoy cap:

1. **Dardunnelles, Garu Kaio**—Sheen gets decoy cap (after Mission 19).

Idaten's Mail

There is one step needed to get Idaten's Mail:

1. **Soathon, Shafferville**—Vad gets Idaten's Mail (after Mission 12).

Pedra of Bane

There are two steps needed to get the pedra of bane:

1. **Soathon, Jiram**—Talk to kid about his missing dog (after Mission 12).
2. **Soathon, Jiram**—Return hellhound to kid to get pedra of bane (after Mission 12).

Red Branch

There is one step needed to get the red branch:

1. **Fair Heights, Inze**—Liedel gets red branch (after Mission 21).

Starry Sky

There is one step needed to get the starry sky:

1. **Vert Plateau, Fort Hillverich**—Europea gets starry sky (after Mission 22).

Jeulnelune

There is one step needed to get the jeulnelune:

1. **Capitrium, Surina**—Biske gets jeulnelune (after Mission 23).

Robe of Abyss

There is one step needed to get the robe of abyss:

1. **Temple of Berthe, Temple of Berthe**—Paul gets robe of abyss (after Mission 28).

Runic Cape

There is one step needed to get the runic cape:

1. **Ptia, Rete**—Carth gets runic cape (after Mission 34).

Ansate Cross

There are two steps needed to get the ansate cross:

1. **Zenobian Border, Karya**—Rescue a pun (after Mission 5).
2. **Zenobian Border, Dem Vidro**—Nun gives you ansate cross (after Mission 5).

Ring of the Dead

There are two steps needed to get the ring of the dead:

1. **Celesia, Banna Barra**—Get letter from girl (after Mission 24).
2. **Zenobian Border, Quelluan**—Magnus gets ring of the dead when letter is delivered to old woman (after Mission 24).

Dream Crown

There are five steps needed to get the dream crown:

1. **Blue Basilica, Clemona**—Talk with old man about Gelda (after Mission 33).
2. **Crenel Canyon, Boolem**—Look for Gelda and discover she has gone to Zenobian Border (after Mission 33).
3. **Zenobian Border, Elle**—Look for Gelda and discover she has gone to Soathon (after Mission 33).
4. **Soathon, Tristile**—Get letter from Gelda for old man (after Mission 33).
5. **Blue Basilica, Clemona**—Deliver letter to old man to get dream crown (after Mission 33).

Pedra of Virtue

There are three steps needed to get the pedra of virtue:

1. **Gules Hills, Muji**—Talk with man about his daughter in Volmus Mine (after Mission 20).
2. **Volmus Mine, Volmus Mine**—Look for daughter; discover she has gone to Mount Ithaca (after Mission 20).
3. **Mount Ithaca, Caltovich**—Deliver letter from man to daughter to get pedra of virtue (after Mission 20).

Southern Cross

There is one step needed to get the southern cross:

1. **Latium, Gothpikki**—Talk with angel between 0:00 and 3:59. Get southern cross if you already possess pedras of bane and virtue, ansate cross, and dream crown (after Mission 38).

Three Elemental Pedras

There are from one to five steps needed to get the three elemental pedras:

1. Train Magnus' group at Mylesia (after Mission 4), Mount Ithaca (after Mission 15), and Gules Hills (after Mission 20). Eventually, you will fight against the training master and a powerful dragon (you may need to train up to five times to get this battle). Defeat this group and the training master will give you one of the three elemental pedras you do not have.

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Great Canyon

Atlantic Sea

Brutice Mountains

Thoria Mountains

Great Lake

Great Valley

Capitulum Region

Eastern Castle Windel

Magica River

Great Lake



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15255 Alton Parkway, Suite #100
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CONTROL STICK FUNCTION

This Nintendo 64 Controller contains a Control Stick which uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from it's neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding the L and R Buttons.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.

CONNECTING THE CONTROLLER

This game requires that the Controller be connected to Controller Socket 1 located in the front of the Nintendo 64 Control Deck. The game will not function if the Controller is connected to any other socket.



HOLDING THE CONTROLLER

We recommend that the Controller be held as portrayed in the picture to the right. The game can also be played with the + Control Pad.



Ogre Battle 64

Person of Lordly Caliber

CREDITS

EXECUTIVE PRODUCER
JOHN YAMAMOTO

PRODUCT SPECIALIST
GAIL SALAMANCA

PROJECT LEAD
YU NAMBA

INTERNATIONAL COORDINATOR
SONOKO SAITO

SR. LOCALIZATION EDITOR
COLIN TOTMAN

TRANSLATORS
ERIK FREY
NAOMI SAITO

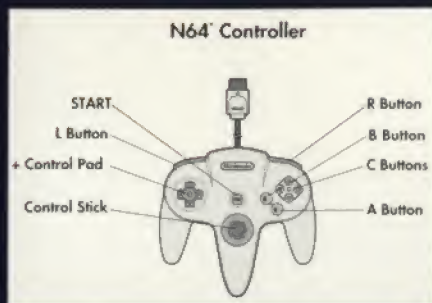
NATIONAL SALES MANAGER
SUSAN ABESHIMA

VP OF SALES
DIMITRI CRIONA

QUALITY ASSURANCE
BRAIN UY
WALLY OLSON

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The main Commands screen will be displayed when the R Button is pressed. The + Control Pad and Control Stick both function the same. Since the L button shares the same function as the Z Button, it's convenient to use the + Control Pad and the L Button or the Control Stick with the Z Button. The C Buttons and the L Button add features for easier game play.

- A BUTTON** Confirm a selection. This button is used to select characters, items, commands, etc.
- B BUTTON** Cancel a selection. This button is used to cancel commands and close windows.
- C BUTTONS** Change viewpoint and select characters and items in the Status Window.
- R BUTTON** Open the main Commands screen.
- L BUTTON** Search for certain units on the Field Map and change settings on the Battle Screen.
- Z BUTTON** This button has the same function as the L Button and is convenient to use with the Control Stick.
- CONTROL STICK** Move the cursor. It is also used to highlight commands, characters, etc.
- + CONTROL PAD** This pad has the same function as the Control Stick.
- START** Display Help Window, which provides descriptions of items and commands in the game.

NOTE: HELP WINDOW AND SOFTWARE RESET

When START is pressed while a command is highlighted, a help message explaining the meaning of and how to use each command is displayed. To get the help message for each character or item press START while the Organize Window is displayed. A ? will appear. Move the ? over the item you wish to obtain information about and press the A Button. Software reset can be done by pressing the following 4 buttons simultaneously. A+B+L(or Z)+START

OVERVIEW

Ogre Battle 64 is a simulation-style RPG played on a 3D battlefield where the player's goal is to capture the enemy's headquarters. The passage of time is an important aspect of this game, as the player must make all decisions in real-time. Time is always displayed on-screen. The player controls numerous characters through the creation of units and the delegation of commands to each unit. This section will describe the unique game systems and provide an overview of the game world.



GAME SYSTEM P6

BACKGROUND STORY P9



STARTING A GAME P10

On the Field Map, time passes in real-time. Each unit proceeds with your commands in real-time without waiting for the enemy to make a move. In other words, this is not a turn-based game where you and the enemy take turns making moves. Here, you get to experience tactical combat through the eyes of a battlefield commander.



CAPTURE ENEMY HEADQUARTERS



Populated strongholds are scattered across the battlefield. One of these is your headquarters and another is your enemy's. You will fight to occupy the entire Field Map. Liberate places occupied by the enemy as you head for their headquarters. When you move to an area marked on the World Map by a sword or a red fortress, an event will begin and the Field Map will be displayed.

WORLD MAP
p 12

FIELD MAP
p 16

UNIT CONTROL

There are many characters in both you and your enemy's army. When you send them to battle, you will need to organize them into smaller groups, called units, lead by a Unit Leader. All combat is fought on a unit level. A unit's movement speed on the Field Map and order of attack depends heavily on its members and formation.



FIELD MAP
p 16

BATTLE SCREEN
p 26

ORGANIZE SCREEN
p 30

LEGION CONTROL

When unit leaders gain enough experience, they gain the ability to command a legion. A legion consists of up to five units that are grouped together and, in combat, benefit from supportive attacks. This system is useful when you want to siege an enemy's headquarters. There are eight formations available to a legion. According to the terrain and combat conditions, each formation bestows distinct tactical advantages to the legion.



FIELD MAP
p 16

ORGANIZE SCREEN
p 30

AUTO-COMBAT

When units make contact with an opponent, combat ensues. Combat is automatic, as orders cannot be assigned directly to each character. The unit's moves are executed automatically according to the pre-assigned Battle Strategy. General strategy is assigned to each unit, such as attack the unit leader, attack strongest, or attack weakest.

BATTLE SCREEN
p 26

ORGANIZE SCREEN
p 30

ATTACK VARIATIONS

Only the leaders of each unit are displayed on the Field Map. Redistributing units will change the type, number and order of attacks, so the formation of units and legions is very important.



ORGANIZE SCREEN
p 30

CHARACTER CHARACTERISTICS
p 42

ITEMS
p 52

CHARACTER ADVANCEMENT

There are various classes available to the characters in the game. Their level advances as they take part in combat and gain experience. When they meet certain conditions, they can change their classes. Humans, however can change their class by changing equipment.



ORGANIZE SCREEN
p 30

CHARACTER ADVANCEMENT
p 48

ITEMS
p 52

BRANCHING STORYLINE

Ogre Battle 64 contains three major scenarios that branch through more than 35 battles with distinct endings for each. You will interact with characters, and each following interaction is strongly influenced by previous exchanges. Your actions may not be very popular, and will affect the outcome of the game.



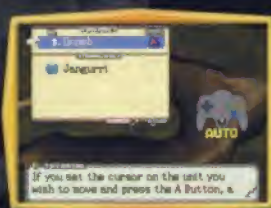
WORLD MAP
p 12

FIELD MAP
p 16

ALIGNMENT
CHANGE
p 43

HELPFUL TIPS

The game provides a Help Window which gives a detailed explanation of each command, items, etc.. Training grounds are available where inexperienced characters can train. A Tutorial Mode is also available for the first-time player. If it has been a while since playing the game, you may refer to the Hugo Report for the game chronicle to pick up where you left off.



TUTORIAL
p 10

HELP WINDOW
p 4

HUGO REPORT
p 15

BACKGROUND STORY



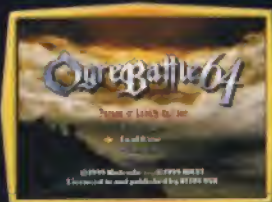
The Holy Lodi Empire, rumored to be planning the domination of the entire continent of Zeteginia... The main character of this game, Magnus Gallant, is an 18 year-old born to a noble family and assigned to the Southern Division of the Palatine Army. There he witnesses the plight of the lower class, oppressed by the Empire and treated as livestock.

The nobles have shed their pride and nationalism, now only concerned with the protection of their status by showing loyalty to the Lodi Empire. The upper class is in constant discord, fighting for a better lifestyle, while the lower class lives in despair, stripped of everything. The resentment caused by this disparity reigns over the southern region of Palatinus.

In the midst of social disorder, Magnus thwarts the abduction of the Prince by a band of lower class rebels. This is a turning point for Magnus, and for the entire kingdom of Palatinus. Magnus raises the flag of revolution against the kingdom of Palatinus, hoping to rid the land of the Holy Lodi Empire and regain freedom for all people.

STARTING A NEW GAME

Insert the Game Pak into the Nintendo 64 Control Deck and turn the Control Deck on. Do not touch the Control Stick. The Title Screen will be displayed. Press START to display the Main Menu. Highlight your selection with either the + Control Pad or the Control Stick and confirm your selection with the A Button. If left idle on the Main Menu, the class introduction and game background demos will play.



NEW GAME

Select this to start a new game. After inputting your name, birthdate and answering some questions, you will be granted your beginning resources. You will then be sent to the World Map to begin your quest.

LOAD GAME

This will be displayed on the Main Menu if save data is present. If you wish to resume your game in progress, select this. Once you load the Suspend Data, it will be erased.

TUTORIAL

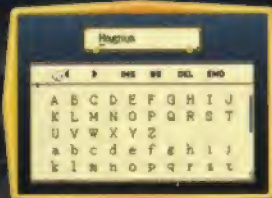
The Tutorial Mode will provide instructions on how to play the game. This is very helpful for first-time players.

STEREO / MONO

You can set music and sound effect outputs to either Stereo or Mono. You can also change this setting from the Settings command from the World and Field Maps.

NOTE: OPENING SEQUENCES

The game starts with a flashback from 6 years ago. Answer Odiron's questions at the graduation ceremony, and give a name and birthdate to the main character. Magnus is the default name, but you can change it to another name of up to 11 letters. By answering some questions, you will be given equipment and a special item. The first scenario begins on the Tenne Plains in the south.



GAME PLAY



WORLD MAP
p 12



FIELD MAP
p 18



ORGANIZE SCREEN
p 30



BATTLE SCREEN
p 26

GAME PLAY

Ogre Battle 64 game play consists of the four screens shown above. Your goal is to conquer areas on the World Map. When you encounter an opponent's unit on the Field Map, the game will switch to the Battle Screen. You can access the Organize Screen from the World or Field Maps at any time. You can organize your units and check their status from the Organize Screen. The following pages explain the features of each screen and provide a description of each command.

You can travel the kingdom of Palatinus on this map. From the World Map, you can perform tasks like preparing your army for battle and saving game data.



The main character and all areas in Palatinus where you can move are displayed on the World Map. Highlight a destination and select it by pressing the A Button. The status of each area is indicated by four different symbols, shown below. The path to each area is also indicated on the map. Areas under enemy control are indicated by a red Pin Symbol. Movement on the World Map can take time, so pay attention to the date displayed in the bottom-right corner.

**FLAG**

Conquered area.
No events occur in these areas.

**FORTRESS (BLUE)**

Conquered area with a castle. No events occur in these areas.

**SWORD**

Unconquered area.
Events are likely to occur in these areas.

**FORTRESS (RED)**

Unconquered area with a castle. Events are likely to occur in these areas.

NOTE: ZETEGINIAN CALENDAR

This game uses the Zeteginian Calendar as opposed to the common Solar Calendar. Each year is divided into 15 months, and equivalent time periods are shown below. This chart can be used as a reference for the dates on the World Map and in the Hugo Report. Always remember that time passes as you proceed with the game.

DEUS	1/1 - 1/24	FLAMA	5/2 - 5/25	OCEANO	8/31 - 9/24
TIERRA	1/25 - 2/18	VENTO	5/26 - 6/18	PRETA	9/25 - 10/18
AGUA	2/19 - 3/13	OURO	6/19 - 7/13	GEMED	10/19 - 11/17
SOMBRA	3/14 - 4/6	TRUENO	7/14 - 8/6	FOGO	11/12 - 12/6
BRANCA	4/7 - 5/1	TREVAS	8/7 - 8/30	RAIO	12/7 - 12/31

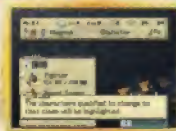
COMMANDS / R BUTTON

When you press the R Button on the World Map, the following commands will be displayed. At certain times, the commands marked by an asterisk (*) are not available.

ORGANIZE SCREEN	Displays the Organize Screen. Refer to P.30 for details.
HUGO REPORT	View all events that have occurred in the game and access game tips.
PEOPLE*	Description of the major characters. This is not displayed during the Prologue.
EVENTS	Chronicle of all events that have occurred. Some scenes can be replayed by pressing the L Button.
MISCELLANY	Miscellaneous information, such as a history of Palatinus and information on the Lodis Empire, etc.
TIPS	Helpful information for completing the game. Refer to this when you need guidance.
AREA INVESTIGATION*	Return to a previously conquered area.
TRAINING*	Train units at the training grounds in each area.
SETTINGS	Adjust games settings like sound and icon settings. This command is also available from the Field Map.
MESSAGE SPEED	Set text display speed.
CURSOR SPEED	Set cursor speed.
HELP DISPLAY	Toggle Auto-Help On and Off.
ICON NAME DISPLAY	Toggle the name display under each icon On and Off.
GAME SPEED	Set the rate at which time passes on the Field Map. There are 3 selections to choose from.
LEGION INDICATOR	Toggle the Legion icon on the Field Map On and Off.
DESTINATION DISPLAY	Toggle the name display of a destination On and Off.
BATTLE ACTION NAME	Set the report type of the unit's actions on the Field Map.
ACTION TYPE NAME	Toggle the name display of magic and special attacks on the Battle Screen On and Off.
BATTLE ANIMATION	Toggle battle animations On and Off.
QUICK EXIT	Add Quick Exit function to the L Button in the Organize Screen.
CANCEL ALL	Add Cancel All function to the R Button in the Organize Screen.
SOUND SETTINGS	Set sound output to Stereo or Mono. This can be changed from the Title Screen as well.
RESTORE DEFAULTS	Reset all settings to default.
SAVE	Save game data. 2 games can be in progress simultaneously.

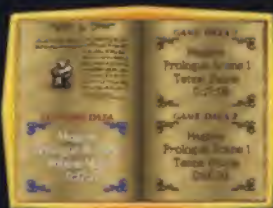
NOTE: MOVEMENT HINT

When you're unfamiliar with gameplay, the Help Display comes in handy. The game displays helpful information on how to get around in the game. The default is ON. Once you're familiar with gameplay, you can turn this function OFF from Settings.



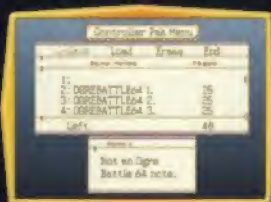
GAME SAVING

You can save the game only from the World Map. It is recommended that you save before going into the Organize Screen or before moving, as an event can happen at any time, taking you into the Field Map. You can save up to 2 games. From the Field Map, there is an additional save available called Suspend Data that saves a game in mid-scene.



GAME BACKUPS

You can make backups of your saved games onto a Controller Pak inserted into the Controller in Controller Socket 1. To access the Controller Pak Menu, press START while turning the Control Deck on. The Controller Pak Menu will be displayed, providing you with the ability to Save, Load and Erase Game Notes. An Ogre Battle 64 save game requires 25 pages.



MAP EXPLORATION

The entire map is available for exploration. Your objective is to occupy unconquered areas indicated by a Pin Symbol. You will encounter new people and new information. The scenarios you experience will change depending on where and in what order you go. Only Alba and the Tenno Plains are displayed at the beginning of the game, as the game progresses new areas will become available.



NOTE: AREA INVESTIGATION

After finishing a scenario, the Area Investigation command becomes available. This command allows you to return to an already explored Field Map. It's a good idea to return to each area once, as you may find something new. As all the points in the Field Map are under your control, new information may now be available. During these subsequent visits, encounters with neutral creatures will be more frequent. Refer to page 25 for more details.



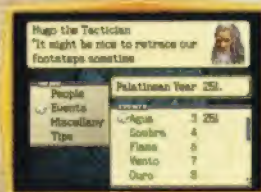
TRAINING

There are Training Grounds in each area. Use of the Training Grounds costs Goth (money), but units earn experience through training. Training is similar to regular combat, where the opponents are different for each area and their levels change according to the unit training. The training continues until one side is defeated, but since this is for training purposes, no one really dies.

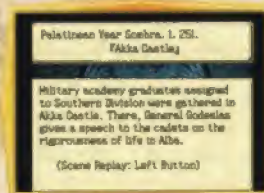


HUGO REPORT

When returning to a game in progress, or when stuck in the game, the Hugo Report comes in handy. Refer to this report for progress in the game and also for tips on finishing the game. There are 3 items in the Hugo Report at the beginning of the game; Events, Miscellany and Tips.

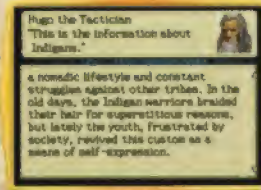


A People category will be added after the Prologue. When selecting Events, it will display the events that have transpired, some can be replayed by pressing the L Button. The report will be updated as the game progresses, so check it out periodically. The Hugo Report also shows the total play time.



NOTE: TEXT SCROLLING

When game text continues on another page, a finger icon will be displayed. You can forward through the text by pressing the A Button. You can also page through previous text one line at a time by holding the R button and pressing Up or Down on either the + Control Pad or Control Stick. This function is especially helpful where the text is lengthy, such as in the Hugo Report.



The Field Map is an enlarged map of a certain part of the kingdom. You will be fighting against opponent's troops to capture strongholds. If you clear the map, all the points will be under your rule.



Time is always passing on the Field Map. The Day Dial in the upper-right corner displays the current time. There are strongholds of various sizes and their icon's color indicate its disposition. Blue indicates occupation by your own forces, red your opponent, and green indicates neutral occupation. You are assigned one of your strongholds as headquarters and one of your enemy's as its headquarters. When you capture your opponent's headquarters, you win that scenario.



OPPONENT'S



YOURS



NEUTRAL

ENEMY INFORMATION

The characters on the map represent a unit. Red units are your enemy's and blue are yours. When you place the cursor over one of your units and press the A Button the Unit Command menu will be displayed. When you place the cursor over an enemy unit and press the A Button, the status of that unit will be displayed. When you press the A Button again, the formation of the members and the status of the characters will be displayed. The game does not provide information such as HP and attack strategy of a unit that you have not encountered before. However, once you have, their information will be displayed.



LOCATION INFORMATION

When you place the cursor over a stronghold and press the A Button, information on it will be displayed. This information includes its name, population, availability of shops and witch dens, and morale. The stronghold's crest indicates which army is currently occupying it. Red crests are your enemy's and blue crests are yours. When the game begins, the character's crest is that of Palatinus. When a unit is garrisoned at a stronghold, you can access Stronghold Information through the Unit Command screen.



VISIBLE RANGE & FATIGUE LEVEL

The player himself can view the entire Field Map but units and legions have limited visibility. When you move your unit from Field Commands, its line of sight is displayed as a circle called its visible range. Enemy units are not displayed unless they are within this range, so sending units out for reconnaissance is a good idea. For more information, refer to page 19 for Field Commands and page 20 for Unit Movement. Moving units will become fatigued and their ability to fight effectively will decrease.



In the Organize Screen, the fatigue level of the unit and characters is indicated by a colored flag. The more the flag is filled with red, the more fatigued they are. Units can rest at a stronghold to regain their strength. If you force a fatigued unit to continue to its fatigue maximum, it will be forced to make camp. Units are at a distinct disadvantage when attacked while encamped. For more details on Encampment Commands, refer to page 23.

NOTE: WINDOW CONTROLS

On the Field Map, the C Buttons are very useful as described below. As all action continues in real time, it is very important for you to have quick access and control of what is happening on the Field Map. Learning these commands will aid you greatly in your enjoyment of the game.

(TOP/BOTTOM) VIEW CHANGE

You can change the view of the Field Map using the Top/Bottom C Buttons. You can switch between high or low views.



(LEFT) MAP SCROLL

You can move the screen by pressing the +Control Pad or Control Stick while holding the Left C Button. Time stops while pressing this button, so this is more convenient than moving the cursor.



(RIGHT) MINI MAP

You can get a smaller map to display by pressing the Right C Button. This map shows strongholds and the placement of units, giving you an overview of the Field Map at a glance.



COMMANDS

Field Commands Menu - R Button: When you press the R Button on the Field Map, the following commands will be displayed. Time stops while accessing the Command Menu.

DISPATCH	Dispatch forces to Field Map.
ORGANIZE SCREEN	Reorganize units garrisoned at headquarters.
USE ITEM	Use items from inventory.
ELEM PEDRA	Display the status of Elem Pedra.
SETTINGS	Change game settings. This is also accessible from the Command Menu from the World Map.
MISSION OBJECTIVE	Display the victory conditions for the present scenario.
SUSPEND	Save your game in progress from the Field Map.

NOTE: SEARCH WINDOW

You can display the helpful Search Window by pressing the L Button from the Field Map. Pressing the L/R will allow you to switch between the following 3 screens. On these screens, the Boot icon indicates a unit is moving, and a Flag indicates that the unit is awaiting orders. Pressing START will display the fatigue level for each unit. The L Button also has another function. You can toggle the Hit Point indicators by pressing the L Button while the unit formation is displayed.

PLAYER'S UNITS

When you open the Organize Screen, your active units are displayed with the names of their leaders and unit number. For legions, the Division Core is indicated by a yellow marker and the other units are listed below it. When a unit is selected, the map will display the unit's position and bring up the Unit Command window.



ENEMY'S UNITS

You can access enemy units on the Field Map the same way as your own units. When an enemy unit is selected, the map will display the location and detailed information for the unit. You can switch windows moving Left & Right with the + Control Pad or Control Stick. Information such as Hit Points and attack strategy are not displayed until after you have already encountered that specific unit.



STRONGHOLD

Pressing the L button from the Search Window will display specific information for that location. There is an indicator of who's units occupy the stronghold. A yellow button indicates the presence of a shop and a blue hat indicates a witches den. If any units are garrisoned there, the name of its leader will be displayed.



COMMANDS

Field Commands-Select a unit and press the A Button. When you select a unit or legion and press the A Button, the following commands will be displayed. At certain times, the commands marked by an asterisk (*) are not available.

COMMANDS	Commands for units and legions.
MOVE	Move units and legions by setting waypoints.
DIRECTION	Assign a combat facing to Waiting unit. If assigned to a moving unit, it will stop.
ORDERS	Set a unit's action while moving and waiting. Refer to page 21 for more details.
DESTINATION*	Display a unit's destination. This command is only available while the unit is moving.
RETREAT*	Order units to retreat. Only usable on units in your headquarters.
UNIT COMMANDS	Commands for units.
BATTLE STRATEGY	Select battle strategy for a unit. Refer to page 37 for more information.
FORMATION	Assign a formation to a unit. Gray squares cannot be used.
USE ITEM	Use expendable items carried by the unit.
CHANGE LEADER*	Change the leader of a unit, when a second leader is available.
LEGION COMMANDS*	Commands for legions.
FORMATION	Assign a formation to a legion. Refer to page 21 for more details.
DIVISION PLACEMENT	Change the placement of legion divisions.
STRONGHOLD COMMANDS*	Commands for units and legions garrisoned in a Stronghold.
ENTER STRONGHOLD	Enter the Stronghold. You can gather information from the inhabitants.
STRONGHOLD INFO.	Display the Stronghold's population, morale, and other information.
SHOP*	Visit the Stronghold's Shop. Items purchased are kept in inventory.
WITCH DEN*	Visit the Stronghold's Witch Den. Dead characters can be raised and petrified characters can be cured here.
EXCHANGE CHARACTERS*	Exchange characters between units garrisoned at the same Stronghold.
EXCHANGE ITEMS*	Exchange items between units garrisoned at the same Stronghold.
EXCHANGE UNITS*	Exchange units and legion divisions garrisoned at the same Stronghold.
CAMP*	Orders units to make camp and rest. Only fatigued units can be ordered to camp.
STATUS	Display the Organize Screen for the unit.

NOTE: PAUSE

Pressing START when no Menus or Windows are displayed will stop the passage of time, allowing you to input commands. This function is helpful when numerous reports arrive simultaneously and issuing commands becomes difficult.



DISPATCH AND RETREAT

From the Field Map, you can mobilize units using the Dispatch command from the Command Menu. Units can be sent away from battle with the Retreat command, but only when they're at your headquarters. You can dispatch a maximum of 10 units, including those in a legion.



MOVE AND WAIT

When you select Move from Field Commands, the Visible Range and a flag icon will be displayed. Select a destination with the A Button, and press the A Button again to execute the Move command. Areas marked by a flag with an X are inaccessible. If you select another point without confirming, you can assign up to 2 waypoints. Each unit has a specific Movement Type, and will plot the best route automatically. However, you can assign your own route by setting up to 2 waypoints to the destination. Please refer to page 45 for more details on Movement Types. After arriving at its destination, the unit will notify you and wait for new orders.



NOTE: CURSOR PRIORITY

When selecting a destination for a unit, the text Stronghold will be displayed in the upper-left corner. This indicates cursor priority. Cursor priority sets how the cursor reacts when nearing an object. By pressing the R Button, you can change the cursor priority. You can select enemy units as well when Unit priority is selected.



STRONGHOLD When the cursor is moved near a stronghold, it will be drawn to it automatically.

UNIT When the cursor is moved near a unit, it will be drawn to it automatically.

LOCATION The cursor can be placed anywhere.

UNIT

You can issue orders to a unit that it will follow en route to a destination using the Orders command under Commands. A Waiting unit will automatically change its position to face an enemy unit approaching it. The direction the unit is facing affects combat and visibility, so this is very important.



ORDERS

MOVE	Set the movement pattern for a unit. The default setting is Direct.
DIRECT	The unit will not deviate from its destination, even if it encounters an enemy unit.
HIT & RUN	When the unit encounters an enemy unit, it will attack and then continue on to its destination.
EVASION	The unit will avoid encounters with enemy units and maintain its course.
WAIT	To set the action of the unit while waiting. The default setting is Guard.
GUARD	The unit will not initiate combat if it encounters an enemy unit, and will continue to wait where stationed.
INTERCEPT	When the unit encounters an enemy unit, it intercepts and attacks.
RETREAT	When the unit finds an enemy unit, it moves to maintain a safe distance from it.

LEGION

Legions can change formation freely on the Field Map by selecting Formation from Legion Commands. When a legion moves through a narrow area, it changes its formation to one that will allow it passage. If a legion is only a single unit, it will turn to face enemy units while Waiting.



FORMATION



MOBILE WALL



RIGHT AHEAD



LEFT AHEAD



GRAND ARROW



WEDGE SHIFT



DUAL WEDGE



FUNNEL SHIFT



WING SHIFT

LIBERATE AND CAPTURE

The standard mission objective is to capture your enemy's headquarters. First, you will have to liberate all strongholds under enemy control. When your unit or legion captures a stronghold under your enemy's control, its icon changes blue. Once a stronghold is captured, you can get information from the locals and patronize the shops. Also, the units that are at the same stronghold can exchange items and members. A unit's Hit Points and Fatigue Level will regenerate while garrisoned at a stronghold.



SHOP

A house icon indicates the presence of a Shop. You can purchase equipment and expendables. When beginning a game, you should purchase healing items. You can enter the shop by the Shop Command from Stronghold Commands.

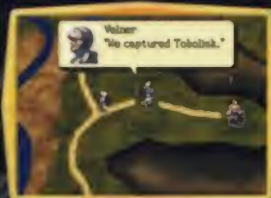
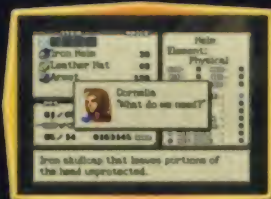
NOTE: LIBERATE AND CAPTURE

Alignment indicates the popularity of a unit and Morale indicates contentment of the residents of a stronghold. If the alignment of a unit capturing a stronghold is not compatible with the inhabitants' Morale, it will be Captured, not Liberated. There are 3 levels in alignment: Lawful (L), Neutral (N) and Chaotic (C). Morale is defined with a scale of 1-100. A higher number indicates a Lawful alignment and a lower number indicates a Chaotic alignment.



WITCH DEN

A mansion icon in the Stronghold Information Window, indicates the presence of a Witch Den. For a fee, the witch will raise the dead and cure petrified characters. You can enter the Witch Den with the Witch Den command from Stronghold Commands. The more experienced the character, the more expensive curative treatments are.



FIELD ENCOUNTERS

Both you and your enemy are vying for each other's headquarters. Therefore, it is dangerous to set up camp. If your unit is attacked by an enemy unit while encamped, your unit will enter combat with all members asleep. If no stronghold is available, make sure that there are no enemy units nearby before making camp. The following commands are usable on an encamped unit. When your unit is fully recuperated it will automatically break camp. If an enemy unit approaches you should break camp in preparation for combat. There are neutral characters on the Field Map. They are not visible even when they are within the Visible Range, but when encountered, you will enter combat. Occasionally, you can persuade them to join you.



ENCAMPMENT COMMANDS

UNIT COMMANDS	Same as Field Commands.
BATTLE STRATEGY	Select battle strategy for a unit. Refer to page 37 for more information.
FORMATION	Assign a formation to a Unit, including incapacitated characters.
USE ITEM	Use expendable items carried by the unit.
BREAK CAMP	Break Camp. This command is not available when a unit's fatigue level is 100%.
STATUS	Display the status for the characters in that unit.

NOTE: TREASURE HUNTING

There are no indications of where items are buried on the Field Map. When a unit passes near a buried item, the items will be found automatically. You can use the Dowsing Rod to help you find treasure. Items found will be placed in inventory, so they are not available to the Unit that discovered them.



COMBAT

When you encounter an enemy unit on the Field Map, you will enter combat. Depending on the direction the unit is facing when the encounter happens, the positioning square shifts 90 degrees. This affects the number and type of attacks available. It is best for a unit to be facing an enemy unit. The loser of the combat will be repelled.



The Status icons indicate the status of each unit. Even when a Legion engages in combat, the actual combat is fought on a unit basis. The soldiers from the Legion Core will join to support the attack. Also, by using a creative formation, you can direct where the enemy unit is repelled.



STATUS ICONS

When a unit on the Field Map is in trouble, it will communicate this with the Status icons. Enemy units also rely on these same icons.



SKULL

A skull icon indicates the unit leader is unable to fight. The unit will not accept any orders.



QUESTION MARK

The unit is in trouble. It is attempting to follow its orders, but an enemy unit is interfering.



SWEAT

The unit is fleeing from an enemy unit. They are not always successful.

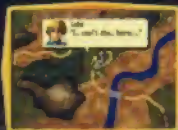


STRONGHOLD

The unit is heading for a stronghold to rest. This icon describes the status of enemy units only.

NOTE: LEADERLESS UNITS

Both units and legions have leaders who follow the player's orders. If these leaders die, they will not accept further orders from the player. Units without a leader will return to headquarters. On a legion level, only the unit whose leader died will return to headquarters and the remaining units will revert to separate units and await orders.



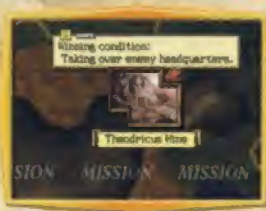
CAPTURE ENEMY HEADQUARTERS

The enemy commander is garrisoned at the enemy's headquarters. When you defeat the commander's unit, the scenario is completed. Money, new recruits and items will be the spoils of the battle. The amount of money and the number of soldiers depends on how many strongholds have been occupied.



NOTE: WINNING AND LOSING CONDITION

When you go into the Field Map first, the winning and losing conditions will be displayed. The winning condition is normally to gain control of your enemy's headquarters. If your main character dies or your headquarters is lost, the game is over. You will be able to restart from a previous save game. Occasionally, there will be different winning conditions. For example, one scenario adds a time limit.



AREA INVESTIGATION

You can return to a map you have cleared with the Area Investigation command from the World Map. This command allows you to return to an already explored Field Map. It is recommended that you return to each area at least once as you may find something new. As all the strongholds within the area are under your rule, you may be able to learn new information. During these subsequent visits, encounters with neutral characters will be more frequent.



This is where all combat takes place. Battles are fought automatically, so the player is not required to issue individual commands. Under certain conditions, commands may be given by the player.



POSITIONING SQUARE

Shows the formation and HP of the characters that belong to each unit. The red square is the enemy's, and the blue is yours. The leader is indicated by a yellow icon.

INTERRUPT GAUGE



This window displays the Interrupt Commands and the Interrupt gauge. Use the left-most one first. The middle one is available when the gauge has filled twice, and the rightmost is available after the third time.

The enemy unit is shown in the upper-left and your unit is shown in the bottom-right of the Battle Screen. Battles are fought automatically, so the player is not required to issue individual orders once the battle has begun. The only available command is the Interrupt Command. The Interrupt Gauge fills as your unit is damaged and time elapses. You can use the Battle Strategy command at any time. The Retreat command can only be used once the gauge has been filled twice, Elem Pedra is available after the third time the gauge has been filled. Press the A Button to execute a command.

When you encounter neutral characters on the Field Map, you will enter combat. You can either fight them or talk them into joining you. The Interrupt Command will change to Talk instead of Battle Strategy. The neutral characters encountered are different for each area and a successful negotiation depends on the class of the unit leader.

INTERRUPT COMMANDS

Once the gauge is full, these commands are available. The Talk command is only available when encountering a neutral character.

BATTLE STRATEGY	Change battle strategy. Refer to page 37.
TALK*	Persuade a neutral character to join you.
RETREAT	Order unit to retreat. This command is only available after the Interrupt Gauge has filled twice.
ELEM PEDRA	Summon a spirit. This command is only available after the Interrupt Gauge has filled thrice.

BATTLE SCREEN

The winner of combat is decided by the amount of damage inflicted. Each character fights according to the battle strategy given. Formation and Battle Strategy are given in the Organize Window. The winner is decided by which unit has taken the least damage, or is still standing.



Some characters have special attacks that only change the status of its opponent. As this does not inflict actual damage it cannot affect the outcome of combat beyond increasing the damage other attacks inflict, or decreasing the amount of damage units take.

CHARACTER STATUS



PARALYZED

When a character is paralyzed, they are unable to act. They will recuperate after combat ends.



ASLEEP

A character that is asleep is unable to act. They will re-awaken after combat ends.



POISONED

Poisoning reduces a character's attack power. It can be cured magically, or after combat ends.



PETRIFIED

A petrified character is unable to act. Petrification can be cured with a special item, or after a scene is completed.

NOTE: FIELD PAUSE & BATTLE ANIMATIONS

You can adjust battle animations by pressing the L Button on the Battle Screen. Set to Off when you want battle to end quickly, although the Interrupt Gauge will fill slower, making the Interrupt Command available less often. Also, you can pause the game by pressing START during combat and the game will be paused when you exit combat. This is convenient for inputting commands.



INTERRUPT COMMANDS

The Interrupt Commands are designed to help turn the tides of combat. They become available as combat progresses, noted by the gauge. The execution of these commands must wait for a pause in the action, so you may want to press the button early if you want to interrupt.



BATTLE STRATEGY AND RETREAT

When your units are equal in strength to the enemy's, changing your strategy with the Battle Strategy may be helpful. When you're hopelessly outclassed, you may want to avoid the conflict altogether with the Retreat command. The greater the damage you receive, the faster the gauge gets filled. Remember, discretion is the better part of valor.



ELEM PEDRA

This command summons the spirits of different elements with the special item given to you at the beginning of the game to attack the enemy. The power of Elem Pedra increases as the level of the main character goes up. When you enter the Field Map the first time, the gauge is full so you can use this command right away but it will require time to recharge. You cannot summon during training or in combat with neutral characters. You can view the status of the pedras with the Elem Pedra command on the Field Map.



NOTE: AFTER BATTLE

Characters gain experience from participating in combat. Fighting higher level enemies earns more experience points. Some characters also Change Class when they advance in levels. A character's alignment will also change depending on the alignment of its opponents. When it goes up it approaches Lawful, and when it goes down it approaches Chaotic.



TERRAIN

A unit's ability to move and fight is dictated by its Movement Type. A unit on familiar terrain will move faster and gains a substantial advantage in combat. For more information, refer to page 45.



STRONGHOLD

Advantage goes to the unit defending the stronghold.



HIGHWAY

No special advantage for any Movement Type. It is great terrain to fight on, as it offers good visibility.



SNOWY HIGHWAY

No special advantage for any Movement Type. It is great terrain to fight on, as it offers good visibility.



PLAIN

Regular terrain that any unit can move and fight on without penalty.



WILDERNESS

Disadvantage for all except Mountain and Air units. This is difficult terrain for most units to fight on.



FOREST

Forest units gain an advantage on this type of terrain. This terrain requires familiarity to negotiate easily.



HIGHLANDS

Mountain units have an advantage on this type of terrain. Movement and combat here is difficult for all but the most robust characters.



MARSH

Disadvantage for all units except for Marsh and Air Type. The muddy ground makes fighting very difficult.



RIVER BANK

Disadvantage for all units except for Marsh and Air Type. These areas are often inaccessible. Combat on this terrain is very uncommon.



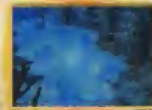
SNOWY PLAIN

Disadvantage for all units except for Snow and Air Type. Snowy Plain is common in the North.



SNOWY WILDERNESS

Disadvantage for all units except for Snow, Mountain and Air Type. The bitter cold and slippery ground make for very treacherous terrain.



SNOWY FOREST

Advantage for Snow and Forest units. Fighting any other unit on this terrain will give you a great advantage.



SNOWY HIGHLANDS

Disadvantage for all units other than Snow, Mountain, and Air Type. It is extremely difficult to move on this terrain.

This screen allows you to manage your troops and items. You can reorganize your units and legions and ready your characters for battle.



STATUS WINDOW

Total number of soldiers, characters units and legions.

MONEY

The army's monetary resources. You start the game with 1000 Goth.

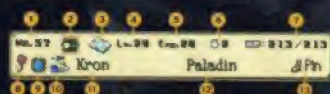
ARMY NAME

During the game you will name your army. Its name is displayed here.

STATUS WINDOW

Pressing the A or B Button on the Status Window will display information for each character, unit and legion. You can move the cursor with either the + Control Pad or the Control Stick. Pressing the A Button will display detailed information.

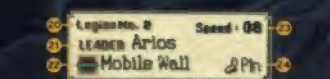
CHARACTER



UNIT



LEGION



All characters, units and legions that belong to your army are displayed on this window. The first window displays general information on your army, such as money, its name and status. From this window, you can access information on each unit and legion by pressing the A or B Button. Please refer to page 42 for more details. You can return to the first window by pressing the B Button again. You may access the Organize Screen from both the World and Field Maps. However, there are some commands that will not be available from the Field Map.

1. CHARACTER NUMBER	13. MOVEMENT TYPE
2. LEGION ICON	14. UNIT NUMBER
3. UNIT ICON	15. LEGION ICON
4. LEVEL	16. BATTLE STRATEGY
5. EXPERIENCE POINTS	17. UNIT LEADER
6. MAX # OF EXPENDABLES	18. ITEMS CARRIED BY UNIT
7. HIT POINTS	19. MOVEMENT TYPE
8. RANK	20. LEGION NUMBER
9. ELEMENT	21. SPEED
10. ALIGNMENT	22. LEGION LEADER
11. CHARACTER NAME	23. FORMATION
12. CLASS	24. MOVEMENT TYPE

COMMAND MENU - R BUTTON

Press the R button from the Organize Screen to display the following commands. You can manage your units and items here. However, dispatched units and items that they carry cannot be managed through the commands listed here. At certain times, the commands marked by an asterisk(*) are not available.

CHARACTER COMMANDS	Management of individual characters.
Equip item	Equip an item for a character. See page 55.
Unequip item	Equip character's default item.
Change class	Change class for eligible characters.
Discharge	Delete character permanently.
Change name	Change character's name. This is not available for all characters.
UNIT COMMANDS	Management of units.
Form unit	Form new unit. An eligible leader must be available.
Add character	Add a character to a unit.
Remove character	Remove character from a unit. Removing the unit leader will be disband the unit.
Formation	Change the formation of characters in a unit.
Exchange characters	Exchange characters between units.
Change leader	Change the leader of the unit. An eligible leader must be available.
Battle strategy	Change the battle strategy. The default setting is Autonomous.
Carry item	Equip item to a unit.
LEGION COMMANDS*	Management of legions.
Form legion	Form new legion. You need a unit eligible to be a legion core.
Add unit	Add a unit to the legion.
Remove unit	Remove units from a legion. Removing the Legion Core will disband the legion.
Formation	Change the formation of the legion. See page 21 for details.
Reorganize units	Change the location of units in a legion. All units must be connected.
CLASS COMMANDS	Management of characters.
List class	List available classes in your army. You can Change Class here as well.
Buy equipment*	Purchase basic equipment for all classes.
Replace soldiers	Replenish soldiers from reserves.
ITEM COMMANDS	Management of items.
Use item	Use Expendable item. Some items cannot be used from the Command Menu.
Remove item	Unequip items.
List items	List all items and equipment. You can also sort them manually.
Sort items	Sort items by user-selected criteria and category.
Sell item	Sell item for 1/4 of its purchase price.
SORT	Sorts army by character, unit, or legion.
EXIT	Exit Command Menu.

CHARACTER MANAGEMENT

All characters, including characters in a unit and legion, will be managed by the Character and Class Commands. Their condition may change during the course of the game, check their status frequently.



EQUIPPING ITEMS

When you purchase or acquire new equipment, you can select Equip Item from Character Commands to find who can equip the item, and see how it will affect their statistics, press the A Button. On this screen, an X indicates that this character cannot equip this item. Please see page 55 for more details.



RESURRECTING CHARACTERS

Before leaving the Field Map, revive dead characters to prepare for upcoming battles. Character Status and Hit Points will be restored automatically when you clear the Field Map, but death isn't cured so easily. Select Use Item from the Command Menu to use an item to revive your character. These items can be found on the Field Map.



CHANGING CLASSES

A character may change classes by selecting the Change Class command from Character Commands once they meet certain requirements. Choose a character and press the A Button to change classes. A character who is not eligible to change classes will be indicated with an X. All known classes are displayed on screen, and classes shown in bright color are available to that character. Sufficient statistics, alignment, and equipment are all prerequisites for changing classes. When their statistics are shown in white, and their equipment list doesn't have an X, they are eligible to change into that class. When done from the World Map, required equipment can be purchased immediately.

REMOVING CHARACTERS

As the game progresses, you'll acquire many characters for your army. Eventually, the soldiers become characters as they gain experience. The table below lists the maximum number of people in your army. As you progress, you may want to remove characters that you don't use. However, you cannot get rid of your main character.

MAX		MAX		MAX		MAX	
Soldier	200	Character	94	Unit	29	Legion	6



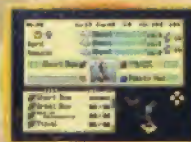
CHANGING NAMES

Select Change Name from Character Commands to change the name of a character. You can name your characters as you did when you named your main character when you started the game. Use the C Buttons to move the cursor. You cannot change the name of your main character, or certain event-related characters.



NOTE: USING L, R, AND C BUTTONS

From the Settings menu from the world and field maps, enabling Quick Exit and Cancel All will add additional button commands. The L Button will be assigned to Quick Exit, allowing you to exit the Status Screen quickly. The R Button will be assigned Cancel All, providing the ability to cancel all commands, and return to the command icons. When selecting an item or character, there may be a C Button prompt and a second cursor for it, along with the normal cursor. Press the C Buttons to move the C button cursor up/down/left/right to select a character. In the Item List, pressing the C Button up/down will move the cursor item by item, and pressing the C Button right/left to scroll through the list page by page.



CLASS MANAGEMENT

Character management can also be done through the Class Commands menu, which is categorized by class. This can be very useful to change class and manage equipment when the size of your army increases. This menu is the only place where the command Soldier Replacement can be executed.



SOLDIER REPLACEMENT

Three soldiers fill the space of one small (S) character. When a soldier is killed, they cannot be revived. In this instance, you can use the Replace Soldier command in Class Commands to replenish this soldier. If a group of soldiers is destroyed, choose Add Character to add a new group of soldiers.

BASIC EQUIPMENT AND CHANGING CLASS

When you select the List Class command from the Class Commands menu, all available classes will be displayed by category. You can change your class from this menu as well. The Change Class command in Character Commands allows you to select what class a character will become, by selecting a class and providing a list of characters that are eligible to become that class. Please see page 47 for more information on classes. When you select Purchase Equipment from the Class Commands menu, you can purchase the requisite equipment for the class you specify. This command can only be performed from the World Map. It's recommended that you have a few extra sets of equipment for the Fighter and Amazon classes. Please refer to page 55 for more information on equipment.



HUMAN
(MALE)



HUMAN
(FEMALE)



MONSTER



DRAGON



GOLEM

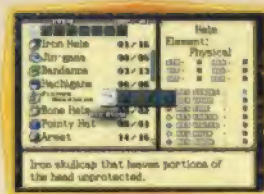
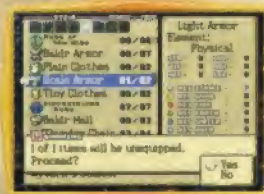
UNDEAD



DEMI-HUMAN

ITEM MANAGEMENT

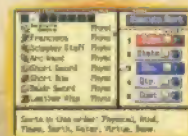
All items your army possesses are stored in Inventory. You may check your items using List Items from the Item Commands menu. There are three different types of items: Expendables, valuables, and equipment. Please see page 52 for more details on these item types. On the Organize Screen, you can use Expendable items by selecting Use Item from Item Commands. You can manage equipment by selecting Equip Item or Unequip Item in Character Commands.



Expendable items can be carried by a unit by selecting Carry Item in Unit Commands. You can return Expendable items carried by units to inventory by selecting Remove Item in Item Command. When you want to dispose of an item, select Sell Item in Item Commands to sell it for 1/4 its purchase price.

NOTE: ITEM SORTING

The Item List is divided into categories. You can swap two items by selecting them with the List Items command. The Sort Items command can be customized for ease of use. You can customize the sort as listed below. When you have selected the desired criteria, select the Execute Sort command.



HEAD

1. Type
2. Statistics
3. Element
4. Quantity
5. Cost
6. Alphabetical



WEAPON

1. Type
2. Statistics
3. Element
4. Quantity
5. Cost
6. Alphabetical



BOOK

1. Element
2. Quantity
3. Cost
4. Alphabetical



SHIELD

1. Type
2. Statistics
3. Element
4. Quantity
5. Cost
6. Alphabetical



BODY

1. Type
2. Statistics
3. Element
4. Quantity
5. Cost
6. Alphabetical



ACCESSORY

1. Element
2. Quantity
3. Cost
4. Alphabetical



EXPENDABLES

1. Element
2. Quantity
3. Cost
4. Alphabetical



VALUABLES

1. Element
2. Quantity
3. Cost
4. Alphabetical

UNIT MANAGEMENT

Characters form small groups called Units that are sent to battle. Units are led by unit leaders, who receive and carry out your order. Some units are already formed when the game begins. You may form units and maintain existing units from the Unit Commands menu.



FORMING UNITS

Select Form Unit from Unit Commands when you want to create a new unit. First, select the unit leader and members from the reserves and register as a new unit. Select the leader from the highlighted characters. Only characters with a medal are qualified to lead a unit. The type and number of attacks changes according to their position. Refer to the following page for more information. A unit can be formed with only a leader, but adding characters is recommended. The positioning square shifts according to the encounter facing. The unit's statistics for each encounter facing will be displayed on the Unit Data window.



ORGANIZING UNITS

You can change characters with the Add and Remove Character commands from the Unit Command menu. The unit's statistics before and after the exchange will be displayed on the Unit Data window. You can remove a character with the Return icon and change the position of the characters with the Move icon. You can also move characters with the Formation command. You may swap Unit Leaders, if possible, with the Change Leader command. You can also exchange characters between units with the Exchange Characters command. A unit will be disbanded if its leader is removed.



BATTLE STRATEGY

The type and number of attacks depends on the formation of the unit. The target is appointed by the unit leader in accordance with the strategy the player selected. You can change strategy with the Battle Strategy from the Unit Commands menu. The default strategy is Autonomous, but it can be changed during battle or from the Field Map.

AUTONOMOUS	Each character acts independently. This is a standard strategy that provides a good balance.
ATTACK STRONGEST	Unit attacks target with the highest Hit Points. You won't kill the target, but you weaken it gradually.
ATTACK LEADER	Unit attacks enemy unit's leader. This allows you to disable the enemy units quickly.
ATTACK WEAKEST	Unit attacks target with the lowest Hit Points. This strategy allows you to decrease the number of enemy units quickly.

EXPENDABLE ITEMS

Units cannot use expendable items from inventory. You must allocate these items to each unit with the Carry Item command from the Unit Commands menu. The number of items a unit can carry depends on the class and number of characters in it. The maximum number of items a unit can carry and the number of items they are currently carrying will be displayed on the unit's Status Window.



NOTE: UNIT MANAGEMENT GUIDELINES

There are some rules for organizing units. There are things you can and cannot do depending on the character's class; such as its size and whether or not it's decorated. Please refer to Character Statistics on page 42 for the characteristics of each character.

- **YOU CAN CREATE A UNIT OF UP TO 5 CHARACTERS.**
A formation covers 9 positioning squares. Each unit can consist of up to 5 characters, including the unit leader. The type of attacks available changes according to the positioning of the characters.
- **LARGE SIZE CHARACTERS TAKE UP TWICE THE SPACE OF A SMALL SIZE CHARACTER.**
You cannot place characters around a Large size character. Large size characters cannot be unit leaders.
- **EXPENDABLE ITEMS**
The number of expendable items each character can carry depends on its class. The number of items a unit can carry is the total number of items each character can carry.
- **PRIORITY IN MOVE TYPE**
There are move types for each character which means it does well on that terrain. The move type of a unit is dictated by the highest priority character in the group. Please refer to page 45 for more information on this.

LEGION MANAGEMENT

A legion is a larger force consisting of several units. It also allows for more advanced strategies using these large forces. The lead unit in a legion is the Legion Core and the other units are called Legion Divisions. When Legion Divisions engage in combat, the soldiers from the Legion Core will join them to support their attack.



ORGANIZING LEGIONS

The leader of the Legion Core dispatches its soldiers to deliver commands to each unit (Legion Division) and therefore, the number of soldiers in the Legion Core equals the number of Legion Divisions the leader can maintain. When a legion is formed, there is only one legion displayed on the Organize Screen. If you want to add units to this legion you must do it from the Organize Screen. Remember, the Legion Core must have sufficient soldiers to support the Legion Divisions. You can add or delete Legion Divisions with the Add and Remove Unit commands from the Legion Commands menu.



FORMING A NEW LEGION

The Legion Core unit leader is also the leader that commands the entire Legion. Only characters whose medals are blue are qualified to lead a Legion. You can check their qualifications on the character's Status Window. When forming a new legion, you must



first form a unit lead by a character qualified to lead a legion. If none are available, you may want to see if any characters are eligible for a class change. It is recommended that you put soldiers into the Legion Core. When a unit qualified to become a Legion Core is formed, you can form a new legion with the Form Legion command from the Legion Commands menu. Any unit is eligible to become a part of a legion.

CHANGING FORMATION

You can change the formation of units in a legion with the Reorganize units command from the Legion Commands menu. When a legion is formed, its default formation is the Mobile Wall which is a horizontal line formation. You can change the legion formation from the Field Map as well. Refer to page 21 for a description of the available formations.



LEGION FORMATIONS

You can change the position of the units in a legion with Reorganize units from Legion Commands. You may place them as you wish, as long as all characters are contiguous. If a legion and a unit are garrisoned in the same stronghold, you can swap or manage units with the Exchange Units command from the Stronghold Commands menu.

NOTE: LEGION MANAGEMENT GUIDELINES

There are some rules that apply when forming a new legion, primarily for the unit designated as the Legion Core. When the Legion Leader is killed, the legion is disbanded and the units revert to separate entities.

• CENTURION AS A LEGION LEADER

The Centurion class is the primary class of Legion Leaders. When Legions became available, so too will the Centurion class. The leader of your legion needs to be very experienced.

• NUMBER OF SOLDIERS IN A LEGION CORE EQUALS THE NUMBER OF LEGION PARTS

The number of legion parts a legion can command is equal to the number of soldiers in the Legion Core. For example, if there are four soldiers in the Legion Core, it can form a legion of up to four divisions.

• NUMBER OF SUPPORTIVE ATTACKS EQUALS THE NUMBER OF SOLDIERS IN A LEGION CORE

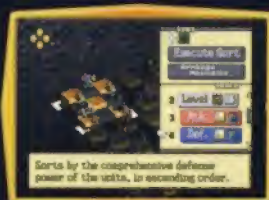
When Legion parts are in battle, they are supported by soldiers in the Legion Core. If these soldiers are lost in battle, the number of supporting attacks will decrease and therefore the attack power will go down.

• LEGION MOVEMENT TYPE IS PLAIN

The only movement type available to a legion is the Plain type. Its speed is dependent on its number of Legion Divisions. The speed for a Legion Core is 10. Every additional division to a legion decreases its speed by 1.

NOTE: CHARACTER MANAGEMENT

The Organize Screen is used to sort characters, units and legions. The Manual Sort command allows you to move them manually, while the Auto Sort command will sort them by criteria.



The Auto Sort command will sort according to default criteria, which can be changed with the Order command. The chart below shows the default sort priority.



CHARACTER

1. NO
2. Class
3. Level
4. ELE
5. Alignment
6. Movement Type



UNIT

1. NO
2. Level
3. Attack
4. Defense
5. Alignment
6. Movement Type



LEGION

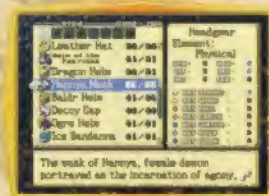
1. NO
2. Level
3. Attack
4. Defense

NO	Sorts by the ascending or descending registration number. This is the default setting for characters, units and legions. You can change the registration number itself by using Manual Sort.
CLASS	Sorts by class, and the order is Human ♂, Human ♀, Undead, Demi-Human, Beast, Dragon and Golem or the reverse. This applies only to individual characters.
LEVEL	Sorts by level in either ascending or descending order. When a unit or legion is sorted with this criteria, the average level of its characters is used.
ELE	Sorts by element in order of Wind, Flame, Earth and Water or the reverse. This applies only to the individual characters.
ALI	Sorts by alignment in descending order. A unit's alignment is the average of its character's alignments.
MOVEMENT TYPE	Sorts by Movement Type in order of Sky, Plain, Forest, Mountain, Snowy Field, Swamp, and Immobile or the reverse. Refer to page 45 for more information.
ATTACK	Sorts by the attack power of a unit or legion. Formation changes of the units may have a small effect on attack power.
DEFENSE	Sorts by the defense power of a unit or a legion. Formation changes do not affect defense power.

CHARACTER STATISTICS - P42



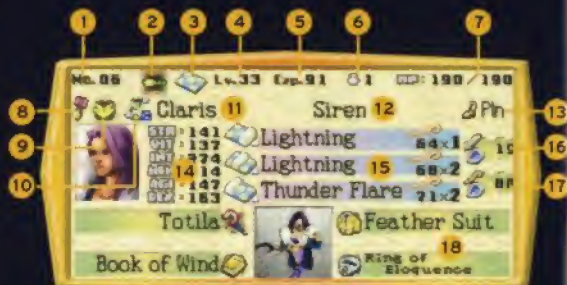
CHARACTER ADVANCEMENT - P48



ITEMS - P52

The characters in the game have various abilities that improve with experience and are augmented by the items they equip themselves with. The following section introduces the characters, their characteristics and advancement. Also, the different items and how they're used is explained here. This information is very helpful when organizing your army and items.

Every character has various statistics. A character's class has the single greatest impact on these statistics. It is important to understand what a character is capable of, in order to utilize them efficiently.



From the Organize Screen, press the A Button while the character status is displayed on-screen. This accesses the Character Details Screen. Use the Control Stick or + Control Pad to browse through the characters.

1. ID NUMBER
2. LEGION SYMBOL
3. UNIT SYMBOL
4. LEVEL
5. EXPERIENCE POINTS
6. # OF EXPENDABLES

The character's ID number. This can be reassigned using the Sort command.
This symbol will be displayed if the character is part of a legion.
This symbol will be displayed if the character is part of a unit.
The character's level will increase when they reach 100 experience points. Characters acquire experience points through battle.
This number indicates how many Expendable items the character can carry. This also affects how many Expendable items its unit can carry.
The character's current Hit Point/Max Hit Point. The character dies when its Hit Points fall to zero.

7. HP
8. RANK
9. ELEMENT
10. ALIGNMENT

The medal's color indicates the character can become a leader of a unit or legion. Indicates the character's element. This characteristic is permanent. The scale icon indicates the alignment of the character. Their actions influence alignment.

11. CHARACTER NAME
12. CLASS

The name of the character. Most character names can be changed. The character's current class. A character's class can be changed when certain requirements are met.

13. MOVEMENT TYPE

This indicates the terrain the character specializes in. This affects movement speed and battle strength on different terrain. See page 29 and 45 for details. This displays the 6 basic characteristics: STR-Strength, VIT-Vitality, INT-Intelligence, MEN-Mentality, AGI-Agility, and DEX-Dexterity.

14. STATISTICS

15. ACTION

This indicates the type, effectiveness, and number of actions when placed in different rows. A staff icon indicates a spell, and a sword icon indicates a physical attack.

16. PHYSICAL DEFENSE

This shows the character's defense from physical attacks. This number is determined by character and equipment statistics.

17. MAGICAL DEFENSE

This shows the character's defense from magical attacks. This number is determined by character and equipment statistics.

18. EQUIPMENT

This lists equipped items. The types of equipment a character can equip is determined by their class.

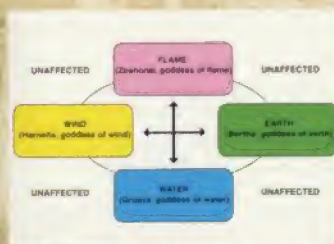
ELEMENTS AND ALIGNMENT

Every character has statistics called element and alignment. A character's element does not change, but its alignment will change with its actions. Alignment is indicated by an L, N, C and the scale icon.



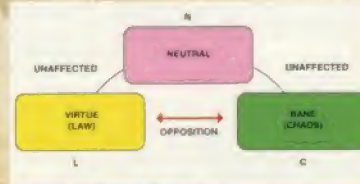
ELEMENT

There are 4 elements; Flame, Water, Earth, and Wind. Flame and Water repel each other, and Earth and Wind repel each other. All characters and some items will be affected by these elements. Only the main character can be assigned an element, when it's created at the beginning of the game.



ALIGNMENT

The alignment of a character ranges from Lawful (L), Neutral (N), to Chaotic (C). Lawful and Chaotic repel each other, so this parameter affects combat, and the liberation of towns. Some items have an alignment that affects its use.



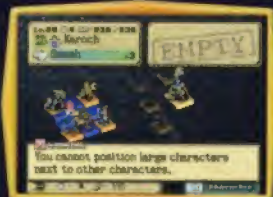
NOTE: CHANGING ALIGNMENT

A character's alignment will be affected by others in the unit. When you place a Lawful character in a unit comprised mostly of Chaotic characters, the Lawful character's alignment will lean toward Chaotic. If your character kills a Lawful character, the character will lean toward Chaotic. When your character kills a character of a higher level, the alignment of the character will lean toward Lawful. Changes in alignment will have an effect when you change classes, as well as change the progression of the game.



CLASS CHARACTERISTICS

Every character belongs to a certain class. As described in detail on page 47, character classes can be divided into several categories. The different classes vary in size, Movement Type, and attack type.



GENDER

Although this characteristic is not indicated on the Character Status Screen, all humans are gendered. Male characters tend to have higher strength, while female characters tend to have higher agility. Gender's greatest affect on game play appears while changing classes. Please see page 50 for more details.



SIZE

There are two different character sizes. Normal characters, such as Fighters and Wizards, are small (S) characters, whereas Dragons and Cerberuses are large (L). The difference in size affects the number of characters and formations a unit can take. As large characters take up the same space as two small characters, you can have a maximum of two large characters and a single small character per unit. Large characters are ineligible to be unit leaders, so units must be formed with a small character, and the large characters added. Units with large characters are typically stronger, placing them up front is recommended.

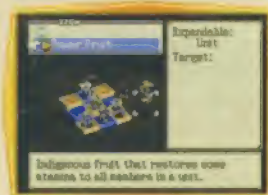


RANK

A character with a red medal is eligible to become a unit leader, and a character with a blue medal is eligible to become a legion leader. This information is available on the Character Status Screen. Leaders are always small (S) characters, and they tend to have higher statistics. Typically, only the Centurion class can lead a legion.

EXPENDABLES AND EQUIPMENT

If their class allows, characters can carry up to four pieces of equipment. The number of pieces and the type of equipment a character can carry is determined by its class. A character can carry up to four Expendable items. However, characters with a lot of equipment cannot carry as many Expendable items. Thus, large (L) characters, which are not able to carry equipment are able to carry many Expendable items.



ACTION TYPE

When forming a unit, characters can be placed in the 1st, 2nd, or 3rd row. The row they're placed in determines the number and type of actions that can be taken during combat. Attacks with a weapon or fist are physical attacks, and are indicated by a sword icon. Dragon breath is considered a physical attack as well. Spell attacks are indicated by a staff icon.



MOVEMENT TYPE

A character's Movement Type indicates the terrain it can move on unencumbered. There are seven Movement Types available. The unit's Movement Type is determined by the Movement Types of the characters comprising the unit. Priority is set for all the Movement Types, and the unit member's Movement Type with the highest priority becomes the Movement Type of the entire unit. See below for a list of priorities. A legion is only capable of using the Plain Movement Type, and its speed will decrease as the number of units in it increases.

TYPE	CHARACTERISTIC	CLASS
1. IMMOBILE	This unit type is immobile.	This type is rare, but will be encountered during the game.
2. PLAIN	Fast on highways and plains, but speed decreases on other terrain.	Soldier, Knight, Cleric, etc.
3. FOREST	Speed on flatlands is the same as Plain type, and speed will not decrease in forests.	Amazon, Archer, Ninja, Pumpkinhead, etc.
4. MARSH	Speed does not decrease in marshes, but it does on flatlands.	Zombie, Blue Dragon, Hydra, etc.
5. SNOW	Speed on flatlands is the same as Plain type, and does not decrease in the snow either.	Valkyrie, Freya, Platinum Dragon, Bahamut, etc.
6. MOUNTAIN	Speed unaffected by highlands or wilderness, but decreases on flatlands.	Beast Tamer, Cerberus, Golem, Red Dragon, etc.
7. SKY	Fast mobility on any terrain. Fatigue will accumulate fast, however.	Hawkman, Angel Knight, Faerie, Griffin, etc.

CLASSES

Many classes are available to the player and can be categorized racially, as on the chart on the opposite page. Select the List Class command from Class Commands to view them. This lists all available classes, the number of classes listed will increase as the game progresses.



SPECIAL CLASS

The main character and most of the characters that join your army are of a special class. They also tend to have unique abilities. Their name and class cannot be changed by the player, but their class may change through events that occur as the game progresses.



COMMON CLASS

Most non-event and neutral characters that join your army belong to the common class. Some event characters may belong to the common class, but their abilities may vary from other common-class characters.



NOTE: SOLDIERS

Soldiers are not given a name or gender, and are stored in soldier reserves. They are weak, but they gain experience with combat. A soldier's level is not displayed like other classes, but they are important as they are the basis of human characters. A Soldier's statistics are affected by the statistics of their fellow unit members. When characters in a unit advance, its Soldier's statistics will increase as well. However, if you place a lower-level character in a unit, its soldier's statistics will decrease. A soldier's statistics are a good indicator of the strength of a unit.



RACES

Below is a list of character races. One of the races is not listed here. Try to figure out which one.



HUMAN (MALE)

Human male characters fight using weapons or magic. They are able to use many types of equipment, so their statistics will rely heavily upon it. The majority of the event characters belong to the human class.

CLASS: Fighter, Knight, Wizard, Paladin, Beast Master.



HUMAN (FEMALE)

Female Humans can fight using both weapons and magic. They are able to use many types of equipment, so their statistics will rely heavily upon it. A character's gender affects the classes available to it.

CLASS: Amazon, Archer, Witch, Cleric, Dragon Master.



UNDEAD

This category refers to characters that have died in combat that become either undead or divine beings. This change occurs automatically on the battlefield.

CLASS: Zombie, Skeleton, Ghost, Angel Knight.



DEMI-HUMAN

Most non-Human, non-Undead, small (S) characters belong to this race. Demi-humans tend to have special abilities, but aren't able to carry as much equipment as human characters.

CLASS: Hawkman, Vultan, Raven, Faerie, Pumpkinhead.



MONSTER

Large (L) monsters belong to this race. They cannot carry equipment, but are able to carry more expendable items than other races. When a monster is part of a unit led by a Beast Tamer or Beast Master, the monster will have great potential.

CLASS: Hellhound, Cerberus, Griffin, Wyrm, Wyvern.



DRAGON

Powerful dragons comprise this category. They are very robust and most are capable of attacking with their breath. The Young Dragon can attack only with its fangs.

CLASS: Young Dragon, Thunder Dragon, Red Dragon, Bahamut, Tiamat.



GOLEM

Golems are large, durable constructs. They have good resistance against physical attacks, but are weak against magical attacks. Being in a unit led by a Doll Master or Enchanter will augment the Golem's natural powers.

CLASS: Golem, Stone Golem, Baldr Golem.



Characters become stronger as they gain experience in combat and from the use of special items. It is always a good idea to verify that your characters are prepared for battle.

ADVANCEMENT



When characters fight in combat they gain experience, even when they lose. A character will not earn experience points if they do not fight in combat, for example when they have been turned to stone. A character's experience points are indicated as a number from 1 to 100. When a character's experience point total reaches 100, its experience level and statistics increase accordingly. Characters will gain more experience points when fighting higher-level enemies than themselves. Experience points can also be earned in training, but combat must be won in order to do so.

STATISTIC ADVANCEMENT

Most small (S) size characters can equip items. By equipping better items, their statistics can easily be adjusted. This statistic adjustment is temporary, but Consumable items can permanently alter a statistic. Because they are unable to equip items, large (L) size characters greatly benefit from Consumables. Because of their great value, Consumables are difficult to find.

CHANGE CLASS

When certain prerequisites are met, some characters will be able to change classes. Most humans are eligible to change class from the Change Class command in the Character Status Screen. You may not be able to change back to the previous class, so be careful when you choose a new class. See pages 50-51 for more details on classes.



CHANGING CLASS FROM THE STATUS SCREEN

Class changes are accomplished with the Change Class command in Character Commands, or the Class List command in Class Commands. If alignment and statistic prerequisites are met, and equipment for that class is available, the character can change class. All prerequisites can be verified on this screen, but the Centurion class requires special experience that is not indicated on this screen. Most human and some demi-human characters can change classes from this screen.



CHANGING CLASS FROM THE FIELD MAP

Many large (L) characters change class spontaneously after combat. This is helpful since their statistics will increase, but they are unable to revert to their previous class. The Fighter and Amazon classes may transform into another class if the character is dead at the time the Field Map is cleared. Once a character becomes undead, they cannot change back to humans.



NOTE: SOLDIER AND CENTURION

The Soldier is a necessity for filling out the ranks of your army, and the Centurion is required to form a Legion. Both classes have unique ways of changing class. Soldiers will gain experience slowly, and will turn into a Fighter or an Amazon when they gain enough experience. However, an available set of equipment for the Fighter or Amazon class is required. It's recommended that you keep extra sets of equipment for the Fighter and Amazon classes available for just this purpose. The Unit Leader's gender determines if the soldier becomes a Fighter or an Amazon. Soldiers will become Fighters if the leader is male or an Amazon if the leader is female. The Centurion class is available only after Legions are introduced in the game. The prerequisite of the Centurion class is an experienced Unit Leader, without any alignment or statistic requirements.



CLASS LIST

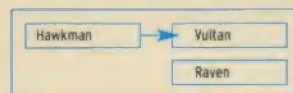
Class types can be broken down into different categories. Classes to the bottom are higher ranking. Human and Hawkman classes can change back into classes of lower rank, but other classes cannot.

GENDER	MALE	FEMALE
BASIC CLASS	Soldier	
INTERMEDIATE CLASS	Fighter Zombie (Undead)	Amazon Zombie (Undead)
ADVANCED CLASS	Knight Berserker Fencer Phalanx Beast Tamer Doll Master Skeleton (Undead) Ninja Wizard	Archer Dragon Tamer Valkyrie Sorceress Cleric Witch Skeleton (Undead) Angel Knight
MASTER CLASS	Paladin Black Night Sword Master Cataphract Beast Master Enchanter Ghost (Undead) Archmage Lich (Undead) Goethic Draagoon Vampire (Undead)	Diana Dragon Master Freya Siren Priest Ninja Master Ghost (Undead) Seraph (Undead) Lich (Undead)
SPECIAL CLASS	Centurion	Centurion

As you can see from the chart, the Human and Undead classes vary by gender. Both genders are eligible for the Zombie and Centurion classes and can be distinguished by their appearance or equipment. When they change into a skeleton or ghost, their genders cannot be distinguished.

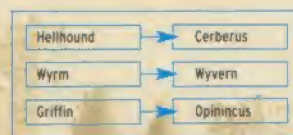
HAWKMAN CLASS

Among demi-humans, only the Hawkman class can change their class from the status screen. When its alignment approaches Lawful, it becomes a Vultan, and when its alignment approaches Chaotic, it becomes a Raven. These two classes require different equipment.



BEAST CLASS

Beasts change class spontaneously when their statistics reach a certain level. Their move type does not change, so you will not experience the change when moving on the Field Map. However, the number and type of combat actions will change. Check out their statistics as soon as a class change occurs.



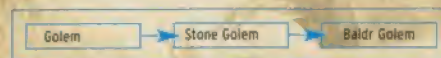
DRAGON CLASS

Like Beasts, Dragons change class spontaneously after combat when their statistics reach a certain level. Class changes for Dragons are greatly affected by their Element and Alignment. The element Wind will create a Thunder Dragon, Flame a Red Dragon, Earth an Earth Dragon and Water a Blue Dragon. Alignment affects the creation of a Platinum or Black Dragon. Dragons gain stronger breath attacks with each class change. All dragons are born from the Young Dragon class. You can either capture a Young Dragon and raise it to maturity, or capture a mature dragon.



GOLEM CLASS

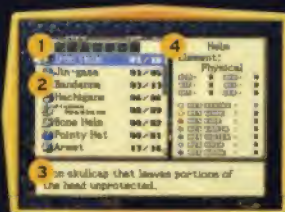
There are three types of Golems; Golem, Stone Golem, and Baldr Golem. Unlike other classes, action type and number of attacks does not change when class changes. A Golem's class will change when it's attacked by specific elemental attacks. The Golem class is resistant to physical attacks, and has high Hit Points. However, they are vulnerable to magical attacks. So, an item such as the Mirror of Souls, which raises a character's Mentality, is effective on Golems. Placing Golems in a unit led by a Doll Master or Enchanter will improve the Golem's abilities. It's important to use classes that advance spontaneously often in combat, and to train them with higher-level characters.



There are three different types of items; Expendables, Valuable, and Equipment. Items are arranged into 8 categories and can be viewed from the status screen, but not all items will be usable at all times.

ITEM LIST

To display the items you possess, select the List Item command. You can perform tasks such as use, unequip, and sell items from Item Commands. You can sort items by selecting the Sort command. Please see page 35 for more information on this.



- #1 Item Type icon. Items carried by your army are sorted into eight categories: Head, Weapon, Book, Shield, Body, Accessories, Expendables, Valuable.
- #2 Lists items in selected category. This lists item name, number carried by units, and number in inventory. You can sort them automatically or organize them manually.
- #3 Displays description of selected item.
- #4 Displays an item's statistics or the target selected for an Expendable item.

STR	Strength - This affects physical attack damage.
VIT	Vitality - This affects resistance to physical damage.
INT	Intelligence - This affects magical abilities.
MEN	Mentality - This affects resistance to magical attacks.
AGI	Agility - This affects a character's hit and evade rate.
DEX	Dexterity - This affects hit rate and damage done by physical attacks.
RES STRIKE	Resistance to physical attacks.
RES WIND	Resistance to attacks from wind element.
RES FLAME	Resistance to attacks from flame element.
RES EARTH	Resistance to attacks from earth element.
RES WATER	Resistance to attacks from water element.
RES VIRT	Resistance to attacks from the element of virtue.
RES BANE	Resistance to attacks from the element of bane.

EXPENDABLES

As the name describes, these items will be consumed when used. Expendable items are divided into three categories as shown on the chart below. From the Organize Screen these items can be used directly from inventory. From the Field Map, the unit must be carrying the item in order to use it.

NAME	DESCRIPTION	COST
CURATIVE ITEMS		
Heal Leaf	Leaf of a curative herb that restores 100 Hit Points to a character.	10
Heal Seed	Seed of a curative herb that restores 300 Hit Points to a character.	50
Heal Pack	Curative herbs that restore 150 Hit Points to all members of a unit.	120
Power Fruit	Indigenous fruit that restores some stamina to all members in a unit.	80
Angel Fruit	Wondrous fruit brought to this world by an angel. Restores stamina to all members in a unit.	200
Revive Stone	Concoction made from cockatrice tail that cures petrification.	500
Altar of Resurrection	Ancient altar that resurrects the dead.	1500
SUPPLEMENTAL ITEMS		
Champion Statuette	Statuette, modeled after a famous hero, that raises the owner's experience level.	2550
Cup of Life	Cup that increases Hit Points of the one who drinks from it.	2550
Sword Emblem	Emblem that compels the wearer's spirit and raises their strength.	2550
Bracer of Protection	Bracers that raise vitality and enhance wearer's resistance to physical damage.	2550
Scroll of Discipline	Lawful scroll that raises the alignment of its reader.	2550
Goblet of Destiny	Goblet that alters the destiny of the one who drinks from it.	2550
OTHER ITEMS		
Quit Gate	Item that warps the fabric of space and transports an entire unit back to headquarters.	150
Silver Hourglass	Magical hourglass that slows the passage of time.	300
Dowsing Rod	Pair of L-shaped sticks that points to the location where items are hidden.	600
Love and Peace	Potent magical item that persuades an enemy to join your army.	2000

VALUABLES

Valuables are rare, as they're not available for purchase in shops. Valuables are shown in the Item window under the Chest icon. There are two types of valuables: portable and treasure.



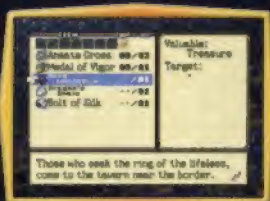
PORTABLE

Valuables can be carried by units, and unlike Expendable items that must be used in order to take effect, these items only need to be carried. You begin the game with the Ansate Cross, which will reverse the gender of a character created from a Soldier.



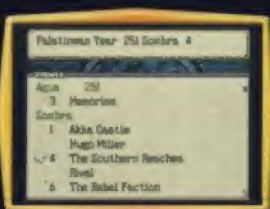
TREASURE

Treasure is very rare, and is only found in certain places. These items are not necessary to win the game, but they help greatly, so search for them. Treasure is kept in inventory, and cannot be carried by units. Treasure is used to complete certain tasks.



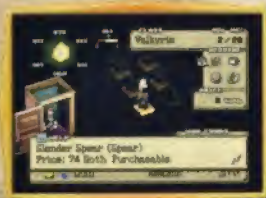
NOTE: PASSAGE OF TIME

In order to find valuable items, especially treasure, search the cleared Field Map and check the Hugo Report frequently. If you see any irregularities, go check it out. Time passes as you move on the World Map, and this date affects events that occur on the Field Map. Please see page 12 for a list of the months used in the game. This same list is available in the Miscellany section of the Hugo Report.



EQUIPMENT

Items that can be equipped by characters are called equipment. Equipment is organized into six categories. A character's class determines the type and number of items that can be equipped. This information is found on the Organize Screen.



On the body icon, areas shaded gray indicate where equipment cannot be equipped, pink where a permanent item is already equipped, and green where items can be equipped and unequipped. Equipment that is required for changing class is called Basic Equipment.

NOTE: EQUIPMENT GUIDELINES

When equipping a character, only the usable items will be displayed in the Item window. Only a character's class has an affect on what can or can't be equipped.

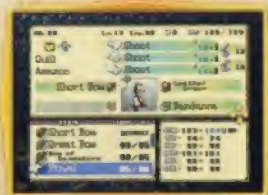
DOUBLE EQUIPPING

Basic Equipment is required to maintain a class, and is different for each class. Basic Equipment is indicated in the Item window as default. Once equipped, it can only be unequipped when a character's class changes. When you equip an item over Basic Equipment, its benefits will be added to the basic equipment's.



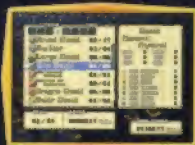
EQUIPMENT LIMITATIONS



Some characters are limited in the types of equipment they can use. For example, an amazon can wield a bow, but not a sword. Before equipping an item, always look at its statistics, particularly its Element. This information is found in List Item under Item Commands.



EQUIPMENT




One of the benefits of the human race is the ability to use many types of equipment. Equipment is donned to improve attack or defensive capabilities, or augment other attributes. Before purchasing equipment, it is wise to verify that the item you are purchasing is usable by your intended character, as not all characters can use all types of equipment.



CATEGORY	NAME	DESCRIPTION	COST
 Equipment (Head): Equipment used primarily by the fighter class. Helmets do not have a high defense value.			
HELMETS	Iron Helm	Iron skullcap that leaves portions of the head unprotected.	30
	Bone Helm	Helm modeled after a dragon's skull. Mostly ornamental, it does not offer much protection.	50
	Armet	Iron helm that covers the entire head; offering good protection, but decreasing visibility.	120
HATS	Leather Hat	Popular leather headpiece.	40
	Bandana	Large piece of cloth wrapped around the head to improve one's courage.	20
	Hachigane	Headband adorned with iron plates to protect its wearer.	40
 Weapons: Equipment that humans can equip. Weapons such as the staff and mace are designed to enhance the abilities of a magic user, rather than increase their physical attack.			
ONE-HANDED SWORDS	Short Sword	Sword popular for its ease of use.	20
	Baldr Sword	Sword forged from Baldr, a metal that increases one's magical ability.	150
TWO-HANDED SWORDS	Blessed Sword	Baldr sword blessed by a priest.	400
	Bastard Sword	Common, large, double-edged sword designed to do damage by its sheer size.	180
	Sword of Tiamat	Dragon slayer made of Tiamat's fang.	1200
	Claymore	Greatsword with an oversized guard.	360
	Bulmunk	Two-handed sword made from the claw of the evil dragon, Fafnir.	1750
THRUSTING SWORDS	Rapier	Light, sharp-pointed sword designed to thrust at the joints in armor.	30
	Estoc	Light, sharp-pointed sword with a knuckle guard on its hilt.	250
	Needle of Light	Thin blade of light created by the element of virtue.	350
ONE-HANDED AXES/HAMMERS	Francisca	Small hand axe that can be wielded with relative ease.	130
	Halt Hammer	Hammer used for smashing rocks.	110
	Baldr Club	Cudgel made of Baldr, a metal that increases one's magical ability.	220
	Baldr Axe	Axe made of Baldr, a metal that increases one's magical ability.	300

EQUIPMENT

CATEGORY	NAME	DESCRIPTION	COST
TWO-HANDED AXES/HAMMERS	War Hammer	Pointed Hammer designed to puncture armor.	210
	Paua Hammer	Hammer that draws out the full potential of its wielder.	600
	Heavy Axe	Steel axe capable of severing a large tree in two with a single stroke.	2350
	Mjollnir	Colossal hammer of Thor, the thunder god.	420
SPEARS	Short Spear	Cheap, mass-produced spear.	—
	Spear	Steel, easy to use spear, capable of inflicting large amounts of damage.	150
	Baldr Spear	Spear made of Baldr, a metal that increases one's magical ability.	230
	Thunder Spear	Magical spear with the power of thunder.	320
WHIPS	Leather Whip	Whip made of a sturdy strip of leather.	60
	Rapture Rose	Whip of thorns made from a crimson rose.	120
	Whip of Exorcism	Whip that imparts evil thoughts to those it strikes. Commonly used by priests of the occult.	210
CLAWS	Iron Claw	Iron claw attached to the forearm, primarily used in hand-to-hand combat.	170
	Baldr Claw	Claw made of Baldr, a metal that increases one's magical ability.	280
	Touelno	Thunder dragon's claw that courses with electricity.	550
BOWS	Short Bow	Small, light wooden bow that's portable and easy to handle, but lacks strength.	30
	Great Bow	Long bow reinforced with yak horn.	90
	Baldr Bow	Bow made of Baldr, a metal that increases one's magical ability.	160
	Composite Bow	Bow made from many materials, giving it more flexibility and durability.	550
MACES	Light Mace	Light, compact mace that's easy to wield.	30
	Baldr Mace	Mace made of Baldr, a metal that increases one's magical ability.	480
	Celestial Mace	Holy mace that emits white light from the jewel mounted in its head.	600
STAVES	Scipplay Staff	Staff carved from the Scipplay Cypress tree.	20
	Arc Wand	Wand favored by experienced spellcasters, enhances the user's magical abilities.	150
	Hraesvelg	Staff with a feather of the eagle Hraesvelg on its tip, it grants the holder mastery over wind.	340
DOLLS	Marionette	Wooden doll articulated with steel wires.	120
	Fool	Peculiar doll resembling a jester that conceals numerous weapons.	320
	Heaven's Doll	Angel doll very popular among children.	430
FANS	Battle fan	Sturdy fan made of iron plates.	750
	Caldia	Ceremonial heart-shaped fan.	1250
 These books determine the type of spells cast by magic-users. Other than the books of the six elements, there are also rare spellbooks written by the Ancient Drakonites.			
SPELLBOOKS	Spellbook	Book of incantations that channels the power of one's guardian deity into magical spells.	100
	Book of Wind	Book of incantations that channels the power of the wind god, Harnella, into magical spells.	200
	Book of Flame	Book of incantations that channels the power of the flame god, Zoshonel, into magical spells.	200
	Tempest	Rare tome written by the ancient Drakonites. It summons a thunderstorm.	50000

CATEGORY NAME		DESCRIPTION	COST
 Shields: Equipment use mainly by the fighter class. Shields have good defensive value; however, few classes can use them.			
SMALL SHIELDS	Round Shield	Small wooden shield attached to the forearm with a strap.	20
	Buckler	Small metal shield used primarily to parry attacks.	40
	Thunder Shield	Small shield blessed with the blood of Nue, the thunder beast, that increases the power of wind.	150
SHIELDS	Kite Shield	Metal shield with the bottom half narrowed for increased maneuverability in combat.	70
	Tower Shield	A cumbersome rectangular shield which, in return, provides good protection.	350
	Large Shield	Large, circular shield. It is heavy, but allows its wielder to block attacks with ease.	180
 Equipment (Body): All humans can wear equipment. Robes and clothes have low defensive value, but they tend to affect magical abilities.			
LIGHT ARMOR	Half Armor	Inexpensive armor worn by the soldier class.	20
	Cloth Armor	Armor fashioned from thick cloth. Its loose design is very comfortable.	
	Leather Armor	Armor comprised of layers of leather.	
ARMOR	Hard Leather	Armor made of leather hardened in boiling oil.	60
	Breastplate	Iron plate that covers only the torso.	180
	Plate Mail	Iron-plated armor that covers the vital areas of the body.	210
	Baldr Mail	Plate mail made of Baldr, a metal that increases one's magical ability.	250
FULL ARMOR	Titania Mail	Legendary armor stolen from the temple of the faerie queen Titania. Its wearer's agility is increased.	750
	Plate Armor	Full-body armor consisting of shaped and fitted iron plates. It is heavy but the weight is well-distributed over the entire body.	230
	Baldr Armor	Plate armor made of Baldr, a metal that increases one's magical ability.	420
	Heavy Armor	Plate armor reinforced with additional metal plates. It is very heavy but provides excellent protection.	650
ROBES	Torn Cloth	Old, torn cloth that offers virtually no physical protection.	10
	Robe	Long, flowing robes. They are thin and light, but not very durable.	30
	Cleric's Vestment	Garment commonly worn by clerics, providing peace and serenity to its wearer.	50
	Magician's Robe	Robe with thread made of Baldr, a metal that increases one's magical ability.	120
CLOTHES	Old Clothing	Tattered clothes which offer virtually no protection to its wearer.	10
	Plain Clothing	Simple garment made of cheap cloth.	30
	Witch's Dress	Dress made for witches, adorned with a magical gem.	80
	Fur Coat	Expensive coat made from the fur of a carnivorous beast.	
 Accessories: Equipment that modifies a character's statistics and resistance to elements, primarily for magic-users and special classes.			
ACCESSORIES:	Amulet	Necklace worn by sorcerers.	40
	Ring of Eloquence	Magic ring that increases the potency of its wearer's incantations.	250
	Rosary	Silver cross and beads carried by priests.	50

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